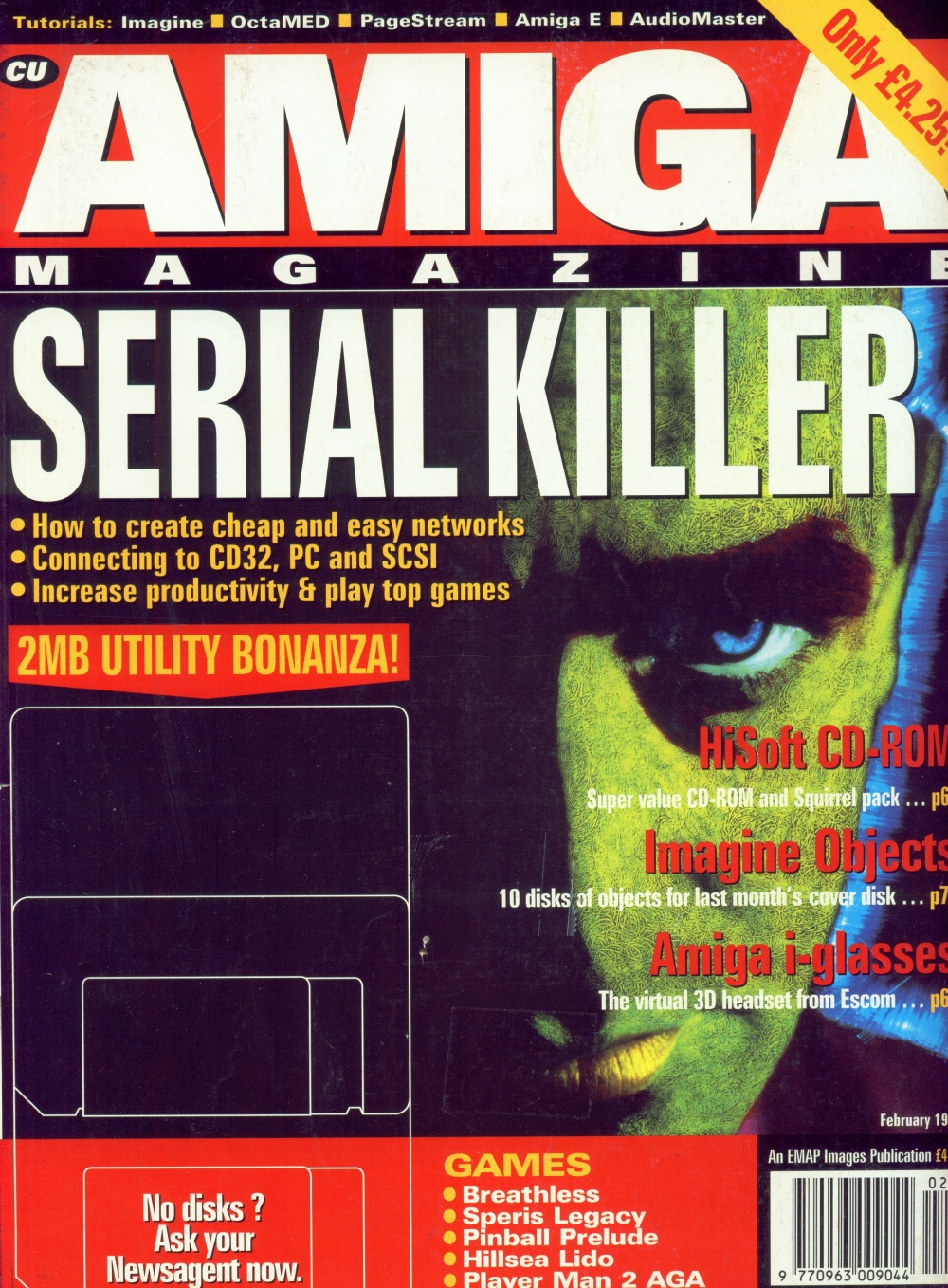
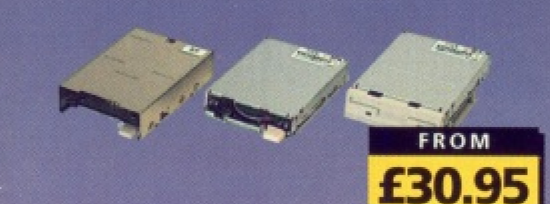

Tutorials: Imagine ■ OctaMED ■ PageStream ■ Amiga E ■ AudioMaster
Only £4.25
CU
AMIGA
MAGAZINE
SERIAL KILLER
• How to create cheap and easy networks
• Connecting to CD32, PC and SCSI
• Increase productivity & play top games
2MB UTILITY BONANZA!
HiSoft CD-ROM
Super value CD-ROM and Squirrel pack ... p6
Imagine Objects
10 disks of objects for last month's cover disk ... p7
Amiga i-glasses
The virtual 3D headset from Escom ... p6
February 19
An EMAP Images Publication £4
02
9 770963 009044
No disks ? Ask your Newsagent now.
GAMES
• Breathless
• Speris Legacy
• Pinball Prelude
• Hillsea Lido
• Player Man 2 AGA

XL 1.76MB



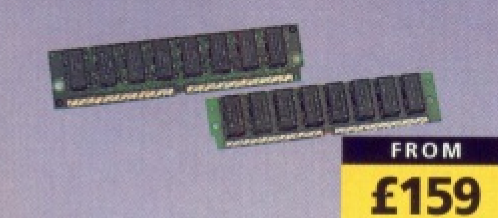
INT.DRIVES



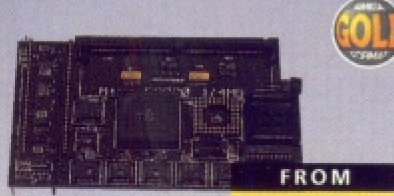
SYQUEST EZ



GVP RAM



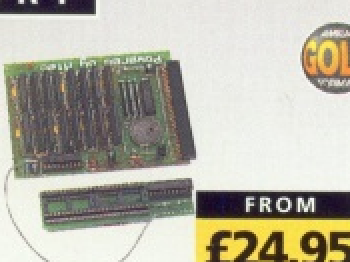
68020EC



MEGACHIP



MEMORY



SUPER XL DRIVE

The Super XL Drive allows you to store 3.5MB on a high density disk.

3.5 SUPER XL DRIVE **£129.95**

1.76 XL DRIVE

The XL Drive allows you to store a 1.76MB on a high density disk.

1.76 XL DRIVE EXTERNAL ... **£79.95**
1.76 XL DRIVE INTERNAL **£75**
1.76 XL DRIVE A4000 .... **£75**
PC880B EXT.POWER DRIVE .. **£49.95**

INTERNAL DRIVES

PC881 A500 .... **£30.95**
PC882 A2000 .... **£35.95**
PC883 A600/1200 .... **£35.95**

HARD DRIVES

1 GIGABYTE 3.5 SCSI **£259**
1 GIGABYTE 3.5 SCSI EXTERNAL **£335**

MICROPOLIS

2 GIGABYTE 3.5 SCSI .... **£CALL**
4 GIGABYTE 3.5 SCSI .... **£CALL**
9 GIGABYTE 3.5 SCSI .... **£CALL**

HITACHI

340MB 2.5 IDE .... **£CALL**
510MB 2.5 IDE .... **£CALL**
810MB 2.5 IDE .... **£CALL**
1 GIGABYTE 2.5 IDE .... **£CALL**

OTHERS

120MB 2.5 IDE **£95**

M-TEC HD

External IDE hard disk for the A500 comes complete with an internal ROM switcher, and upgradable to 4MB RAM

M-TEC AT500 BARE **£99**
PLEASE CALL FOR HD SIZES
MEMORY REQUIRES 30-PIN SIMMS

OVERDRIVE HD

External PCMCIA 3.5" IDE hard disk

OVERDRIVE BARE **£99**
OVERDRIVE 420MB **£259**

ZIP DRIVE

ZIP DRIVE 100MB SCSI **£179.95**
100MB DISKETTE **£15.95**

ZIP DRIVE REQUIRES SQUIRREL SCSI INTERFACE

NEW PRODUCT

SYQUEST EZ135

The Syquest EZ135 drive is an ideal storage device. The EZ Drive stores 135MB on a single 3.5" cartridge and has a seek time of 13.5ms. Comes complete with one 135MB cartridge. (A SCSI interface is required)

SYQUEST EZ135MB **£239.95**
135MB CARTRIDGE .... **£CALL**

VIDEO BACKUP 3

Backup to 520MB onto a 4hr VHS tape. Version 3 has new backup modes for Amiga's with a 68020 or higher CPU.

VIDEO BACKUP SCART **£65**
VIDEO BACKUP PHONO **£60**
UPGRADE TO VERSION 3 .... **£20**

FLOPPY EXPANDER

Save 1.5MB on a standard floppy drive and 3MB when used in conjunction with the XL Drive 1.76.

FLOPPY EXPANDER **£10**

DISK EXPANDER

Disk Expander can add upto to 50% to your hard drive capacity and works with all drives including SCSI, IDE, Floppies and even the RAM disk. Disk Expander works on any Amiga with any Kickstart.

DISK EXPANDER **£19.95**

EXTERNAL CASES

SCSI case suitable for CD-ROM/HD/DAT and Optical drives.

5.25" SCSI or IDE CASE **£79.95**
3.5" SCSI or IDE CASE **£79.95**

SX-32

SX-32 is an internal add-on card for your CD32 and features: VGA port, RGB port, parallel port, serial port, external disk drive port (1.76MB), clock, controller for 2.5" hard disk, and a SIMM socket (up to 8MB). Turn your CD-32 into a A1200.

SX-32 MODULE **£199.95**

CHIPS & SPARES

256 x 32 SIMM 72-PIN (1MB) **£40**
512 X 32 SIMM 72-PIN (2MB) **£75**
1 X 32 SIMM (4MB) **£125.95**
2 X 32 SIMM (8MB) **£235.95**
4 X 32 SIMM (16MB) **£499.95**
1 X 8 SIMM 32-PIN (1MB) **£30**
4 X 8 SIMM 32-PIN (4MB) **£139**
1 X 4 STATIC COLUMN A3000 .... **£25**
1 X 4 DIP **£25**
256 X 4 DIP **£5**
1 X 1 DIP **£5**
CIA **£12**
GARY **£19**
PAULA **£19**
DENISE **£19**
SUPER DENISE **£25**
KEYBOARD IC **£12**
FAT AGNUS 1MB **£19**
FAT AGNUS 2 MB **£29**
PRINTER CABLE **£6**
RS232 CABLE **£6**
SCSI EXTERNAL **£15**
WORKBENCH 3.1 A500/2000 .... **£85**
WORKBENCH 3.1 A3000/4000 ...... **£95**
ROM SHARE DEVICE **£19**
2.04 ROM CHIP **£25**

FOR ANY SPARES REQUIRED PLEASE CALL

GVP HC-8 SCSI

SCSI hard card which can fit 8M[illegible] RAM on-board.

HC-8 SCSI CARD .... **£**[illegible]

GVP G-LOCK

Award winning Amiga Genlock.

G-LOCK AMIGA GENLOCK ..... **£2**[illegible]

IO-EXTENDER

Zorro II card that provides an additi[illegible] serial port, parallel port and conne[illegible] for optional RS422 and RS232 p[illegible] Call for details

ioEXTENDER .... **£**[illegible]

GVP RAM

Official GVP RAM SIMMs.

4MB GVP RAM .... **£1**[illegible]
16MB GVP RAM .... **£5**[illegible]

A2000 68060

A 68060 accelerator board for the A2[illegible] running at 50MHz and allowing u[illegible] 128MB of user installable memory a[illegible] SCSI-II hard disk controller.

A2000 68040 (0MB RAM) ..... **£T**[illegible]
A2000 68060 (0MB RAM) ..... **£T**[illegible]
4MB STANDARD ADD ..... **£125.**[illegible]
4MB GVP ADD .... **£1**[illegible]

SPECIAL OFFE[illegible]

MODEMS

ACEEX V32 BIS 14.4 NOT BT APPROVED **£**[illegible]
X-LINK TRUE V34 28.8 BT APPROVED **£229.**[illegible]
TRAPFAX MODEM SOFTWARE ... **£**[illegible]
ALL MODEMS INCLUDE SOFTWARE AND CABL[illegible]

HI-SOFT

SQUIRREL SCSI INTERFACE ... **£59.**[illegible]
AURA .... **£79.**[illegible]
MEGALOSOUND .... **£29.**[illegible]



squirrel scsi interfac[illegible] included where you see this logo

SURF SQUIRREL

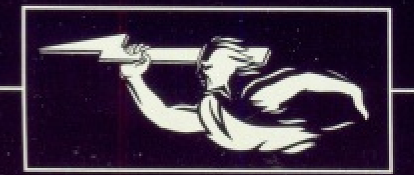
Surf Squirrel offers an even higher [illegible] performance, auto-booting, and ultra-[illegible] serial port. Surf Squirrel is the id[illegible] expansion peripheral for your Am[illegible] 1200. Please call for more information.

SURF SQUIRREL .... **£P**[illegible]

SQUIRREL MPEG

Squirrel MPEG allows you to play Vide[illegible] and CDI CD-ROM's, Squirrel MPEG bri[illegible] high quality digitally mastered images [illegible] 16-bit stereo sound to you and y[illegible] Amiga.

SQUIRREL MPEG .... **£P**[illegible]



RAM EXPANSION

A 2MB RAM board for the A500 which fits in the trap door slot.

A500 2MB RAM £90

MEMORY CARDS

512K RAM WITH CLOCK £24.95
512K RAM WITHOUT CLOCK . £19.95
A600 1MB RAM £39.95
A500+ 1MB RAM £29.95

MEGACHIP RAM

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required.

MEGACHIP RAM £159.95

A500 68020EC

A 68020 EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit upto 4MB FAST RAM and is fully auto-configuring.

NOT COMPATIBLE WITH GVP HARD DRIVE

A500 68020 EC 0MB RAM ... £99.95
A500 68020 EC 4MB RAM .. £239.95

PRINTERS/MONITORS

MICROVITEC 1438 14" £289
EPSON STYLUS INC.PAPER £489
EPSON STYLUS PRO XL A3+ .. £1499
EPSON STYLUS/PRO XL INCLUDE STUDIO II SOFTWARE
STUDIO II SOFTWARE £49.95

VGA ADAPTOR

VGA ADAPTOR £15

GLIDEPOINT

Intuitive cursor control at your finger tips ,'Tap' for an instant selection. Connects to the Serial port. (This is not a graphics tablet)

ALPS GLIDEPOINT £59.95

POWER TABLET

Pen and cursor controlled graphic tablet, including cables and software.

POWER TABLET 12 X 12 ... £195.95
INCL. PEN, CURSOR AND POWER TAB S/W

GURU-ROM V6

A SCSI driver for all Series II host adaptors and accelerator cards for all Amiga computers. This ROM has a very fast transfer rate of up to 3.5MB/s, maximising your CPU processing time. Guru supports all SCSI device types including hard drives, CD-ROM drives, scanners, Syquest drives etc.Guru ROM is compatible with Amiga OS 1.3 through to 3.1 and is SCSI -1/SCSI-2 compatible. Please call for further information.

GURU-ROM V6 .... £49.95

POWER SCANNER

The award winning Power Scanner includes the following features: Scan in 24-bit at upto 200DPI (all Amigas not just AGA)*, Scan in 256 greyscales at up to 400DPI (all Amigas), Thru'port for printer connection, Fully supports AGA chipset, Display HAM8/24-bit images on a non-AGA Amiga (via image conversion), full editing facilities included. Works with 2.04 ROM or above, min 1MB (recommend 2MB).

POWER SCAN 4 B/W £89.95
POWER SCAN 4 COLOUR ... £169.95
OCR (BOUGHT WITH SCANNER) £20
OCR SOFTWARE £49.95
POWER SCAN 4 S/W ONLY £20
PC INTERFACE + COL S/W ... £49.95
PC INTERFACE + B/W S/W ... £39.95

FLATBED SCANNERS

24-bit A4 flatbed scanners, complete with software, cables and manual.*

EPSON GT-5000 .... £489.95
24-BIT, INC. POWERSCAN SOFTWARE
EPSON GT-8500 .... £579.95
24-BIT, INC. POWERSCAN SOFTWARE
EPSON GT-9000 .... £729.95
24-BIT, INC. IMAGE FX REV. 1.5 SOFTWARE
ADPRO SOFTWARE £149.95
IMAGE FX 2.0 S/W £149.95

SCANNER SOFTWARE

FLATBED POWERSCANNER S/W .. £35

GRAPHIC/VIDEO

PICASSO II 2MB RAM £249.95
INCLUDING TV PAINT JNR.
PICASSO II 2MB RAM £399.95
INCLUDING TV PAINT 2
VIDEO DAC £25
18-BIT GRAPHICS ADAPTOR

phone orders
We accept most major credit cards and are happy to help you with any queries.

postal orders
Ordering by cheque/PO please make payable to **Power Computing Ltd** and specify which delivery is required.

warranty
All Power products come with a 12 month warranty unless otherwise specified.

technical support
Help is on hand with a full Technical Backup service which is provided for Power customers.

mail-order prices
All prices listed are for the month of publication only, call to confirm prices before ordering.

export orders
Most items are available at Tax Free Prices to non-EC residents. Call to confirm prices. BFPO orders welcome.

mail-order terms
All prices include VAT. Specifications and prices are subject to change without notice. All trademarks are acknowledged. All orders in writing or by telephone will be accepted only subject to our terms and conditions of trade, copies of which are available on request.

FOR ANY INFORMATION PLEASE CALL

SCANDOUBLER II

ScanDoubler II is a full 24-bit AGA flicker fixer which automatically de-interlaces all AGA screen modes and scan doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them. Supports VGA, S-VGA and Multiscan monitors. Pixel sharp picture, even at 1440 horizontal resolution and has a standard 15-pin VGA type connector. Comes with composite video/S-VHS outputs.

SCAN DOUBLER II £399

PRO GENLOCKS

TBC-ENHANCER

Reduction of quality loss when copying, colour and contrast correction, suppression of colour drop-outs, elimination of basically any copy protection. The video signal is edited in professional 4:2:2 studio standard and is sychronized entirely new.

TBC-ENHANCER £919.95

NEPTUNE GENLOCK

Excellent picture quality, auto fade control, Alpha channel and optional software control.

NEPTUNE-GENLOCK £599.95

SIRIUS II GENLOCK

Just like the Neptune-Genlock, the new Sirius II combines excellent quality with user friendliness. In addition, this genlock disposes of blue-box keying, bypass, RGB-colour correction, a stereo-audio control with microphone input as well as an integrated test pattern generator for adjustment.

SIRIUS II GENLOCK £919.95

NAME ....
ADDRESS ....
....
....
...............POSTCODE ....
TELEPHONE NO. ....
SYSTEM OWNED ....
DESCRIPTION ....
....
....
....
TOTAL AMOUNT (inc. delivery) £ ....
CREDIT CARD NO. ....
EXPIRY DATE ....SIGNATURE ....
DELIVERY 2-3 DAYS £2.50 ☐ NEXT DAY £5 ☐ SAT £10 ☐
MINIMUM DELIVERY £2.50 ALLOW UP TO 7 DAYS FOR CHEQUES TO CLEAR

SCANNER



FLATBED FROM
£489

POWERSCAN



FROM
£89.95

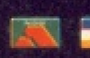
POWERTAB

POWERTAB
£195

GLIDEPOINT

GLIDEPOINT
£59.95

TEL: 01234 273000 FAX: 01234 352207





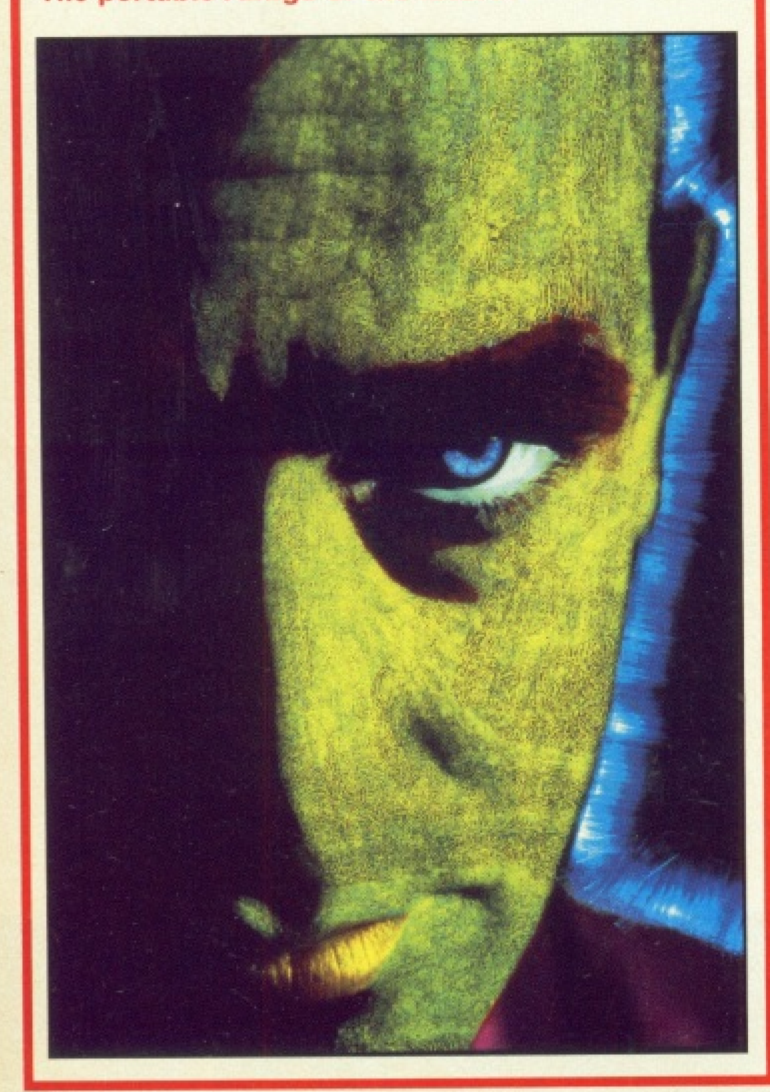

POWER COMPUTING LTD 44A/B STANLEY ST. BEDFORD MK41 7RW

POWER.

contents

CU AMIGA MAGAZINE • FEBRUARY 1996

Features



Games



Speris Legacy 50

Pinball Prelude 54



Capital Punishment 43

Empire Soccer Compilation 56

Cover Disks





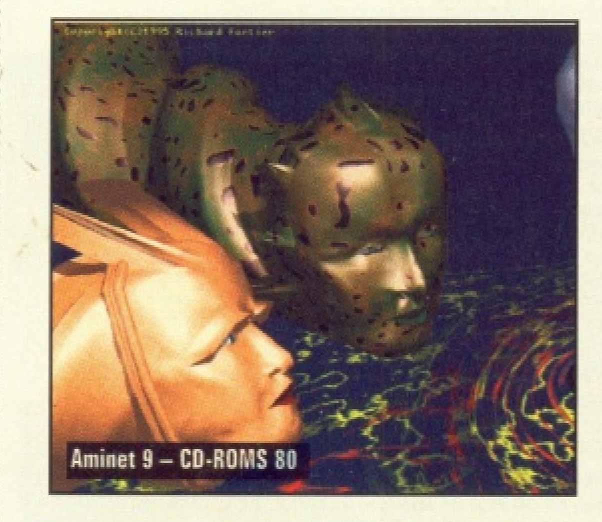
Get Serious


i-glasses 69

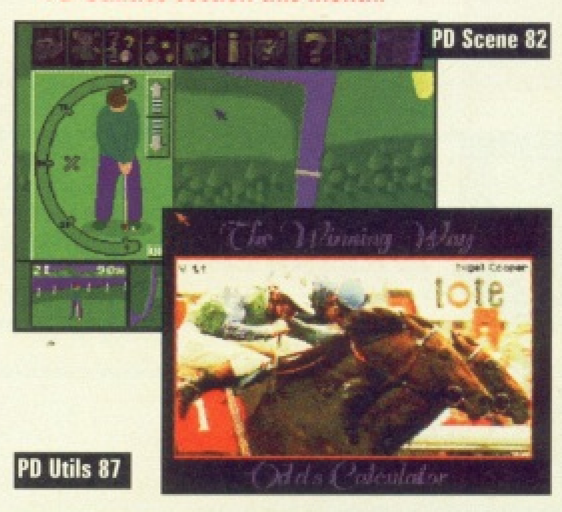

A cute HD disk drive? 79

REVIEWS

CD-ROMS


Aminet 9 – CD-ROMS 80

Public Domain



PD Scene 82

PD Utils 87

News 19

Silica rescued, a French Amiga show report and Stateside.



Workshop

Subs

Editorial



I had a long chat with Jonathon Anderson, General Manager of Amiga Technologies this month. He was very enthusiastic about the future and although reluctant to release for publication too many details for the time being, he had some very interesting things to say about what's planned next year. He was still confident about Christmas sales, though he admitted that the early problems with disk drives (now solved) may have cast a shadow on events. What's encouraging however is their commitment to CD-ROM, the Internet, hard drives and new technology. Many were worried that the Amiga would be resurrected only to be the poor brother of Escom's PCs, but by all accounts the staff and management of Amiga Technologies are working towards something bigger than this.

The biggest issue that still has to be resolved though is the question of software support, and that is the subject of my Points Of View on page 122, plus with February approaching and romance in the air, Mat Bettinson surfs right into an Internet wedding on page 38. In the games section the spotlight is on *Breathless* and *Speris Legacy* and Tony Horgan is much impressed by HiSoft's CD-ROM pack. Enjoy.

Alan Dykes, Editor

Advertisers' Index

Editorial

EDITOR: Alan 'Mainwaring' Dykes
DEPUTY EDITOR: Lisa 'Jones' Collins
TECHNICAL EDITOR: Tony 'Sgt Wilson' Horgan
STAFF WRITER: Mat 'Frazer' Bettinson
GAMES CONSULTANT: Matt 'Hodges' Broughton
ART EDITOR: Helen 'Mrs Pike' Danby
DESIGNER: Anthony 'Corporal Pike' Collins
TECHNICAL CONSULTANT: John 'Paid' Kennedy
CONTRIBUTORS: Peter Lee, Ed Wiles, Vampyra, Martin Davies, Larry Hickmott, Jason Compton, Joshua Galun, Jason Hulance, David Cassidy
PHOTOGRAPHY: John Elliot
COVER PHOTO: Image Bank
SYSTEMS AND REPRO: Sarah-Jane Leavey, Sarah Best, Gary Lord

Advertising/Marketing & Management

ADVERTISING MANAGER: Justine Carlson
SALES EXECUTIVE: Marianna Masters
AD PRODUCTION: Tina Gynn, Melanie Tomlison
PRODUCT MANAGER: Vicki Jacobs
PUBLISHING DIRECTOR: David Kelly
EXECUTIVE PUBLISHING DIRECTOR: Graham Taylor

Contacts

When contacting CU AMIGA MAGAZINE there are two golden rules.
1: Send your letters etc to the right department (see below) and please do not send an SAE for reply.
2: Please remember that we have to write and produce your favourite magazine every month, so try to keep your correspondence short and to the point. Although we'd love to, we simply cannot reply personally to the hundreds of calls, letters, and faxes we get. Answers have to be through the pages of the magazine only.

ADVERTISING AND ADVERTISING PROBLEMS: If you wish to advertise, or have a problem with a company advertising in CU AMIGA MAGAZINE our advertising team will be glad to help. Contact Justine Carlson or Marianna Masters on 0171-972 6700, fax them on 0171 216 6219, or write to them at: ADVERTISING, CU AMIGA MAGAZINE, Priory Court, 30-32 Farringdon Lane London EC1R 3AU.

READERS' LETTERS AND TECHNICAL PROBLEMS: For general, non-technical, enquiries send your letters to Backchat. For technical problems send them to Q&A. Both are at CU AMIGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Phone: 0171 972 6700, FAX: 0171 972 6703. Please remember that we cannot answer enquiries in detail by phone. If you need advice urgently or have a problem then do call us between 4.30pm and 5.30pm Tuesdays, Wednesdays and Thursdays. We will try to assist you within these hours, but complex questions may be too difficult to resolve over the phone. Because of press deadlines we may have to ask you to call at another time. Alternatively, E-Mail us at backchat@cu-amiga.demon.co.uk or Q+A@cu-amiga.demon.co.uk.

PD SUBMISSIONS: We get hundreds of new PD programs every week, but we're still hungry for more. If you've written a PD program that you're proud of send it to the PD ZONE, CU AMIGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

COMPETITIONS: CU AMIGA MAGAZINE often runs competitions. To enter one of these simply put your name and address on the back of postcard, along with the answers and send them to us at the usual address. Competition entries are only accepted by post. One entry per person please and the editor's decision is final. Winners will be notified by post. Other rules may be printed from time to time.

BACK ISSUES: 01858 468 888. Subject to availability. UK price: £5.25 (inc P&P). ROW (£7.25).

SUBSCRIPTION DETAILS: Subscriptions are available from Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough LE16 9EF Tel: 01858 468888. Annual subscription rates (inc postage) 12 issues: UK/BFPO £51.00. SURFACE/ROW £61.00 AIRMAIL EUROPE £71.00
AIRMAIL ROW ZONE 1 £112.00. AIRMAIL ROW ZONE 2 £112.00.

COVER DISK PROBLEMS: If you have a faulty cover disk then write or return your disk to our 3.5 inch floppy people: CU AMIGA MAGAZINE COVER DISK RETURNS, PC WYSE, DOWLAIS TOP BUSINESS PARK, DOWLAIS, MERTHYR TYDFIL, MID GLAMORGAN CF4 8YY. PLEASE USE THE FORM ON PAGE 16 AND REMEMBER TO PROVIDE DETAILS OF THE PROBLEM.

COMMS: You can contact CU AMIGA MAGAZINE, via the Internet/E-Mail on general@cu-amiga.demon.co.uk. Please keep E-Mail brief and to the point.

PRINTED IN THE UNITED KINGDOM BY ST IVES PETERBOROUGH ABC: 55,789 Jan – Jun 1995.

DISK 126
Texture Studio 1.1

OS 2.0 68020 and FPU required

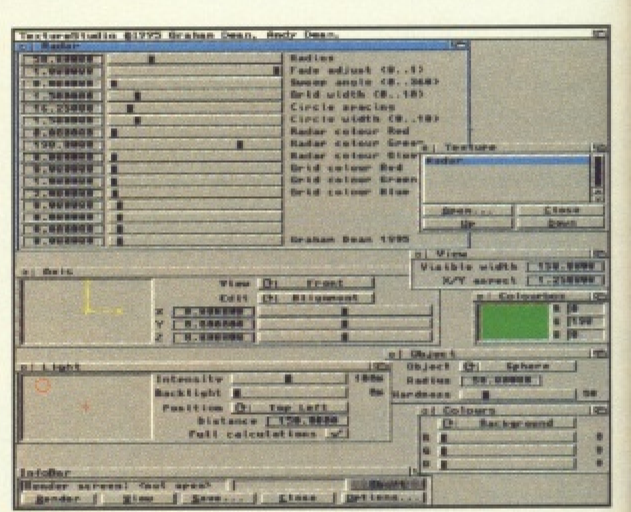
INCLUDED WITH THE FEBRUARY '96 ISSUE OF CU AMIGA – BRITAIN'S BEST AMIGA MAGAZINE
DISK 126
Complete registered version
TextureStudio
*Requires 68020 + FPU
Create your own textures for use with Imagine and other graphic packages
PLUS!
Imagine Objects (7 top models)
DVerb 1.0 (requires reqtools library)
Mandel-92 (fascinating fractal graphics)
Bluff Titler demo (requires 68020)
Amiga E source code
Disk requires Kickstart 2+
CU AMIGA MAGAZINE

Features:
- Infinite variety
- Organic-looking textures
- Direct links with Imagine
- 24-bit output



All of the surfaces in this picture are covered in mathematically-created textures.

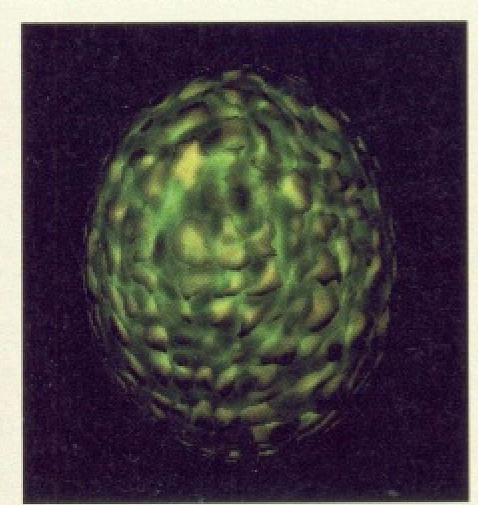
Wonderfully realistic textures for Imagine and other uses are simple to create with the amazing Texture Studio.


▲ Texture Studio uses a system of multiple windows to display its various controls. Each window can be placed wherever you like.

Last month's revolutionary cover mounted rendering software *Imagine 3.0* sports some amazing features not found in any other 3D software. Readers getting to grips with the package will no doubt be familiar with the amazing power of the 'procedural texture modules'. These are mathematically generated textures that can be wrapped around your 3D objects to give the impression of highly realistic surfaces. Unlike conventional bitmapped textures, these will not pixelate when viewed in close-up and use very little memory. They can be infinitely varied, and they look best when rendered at high resolutions.

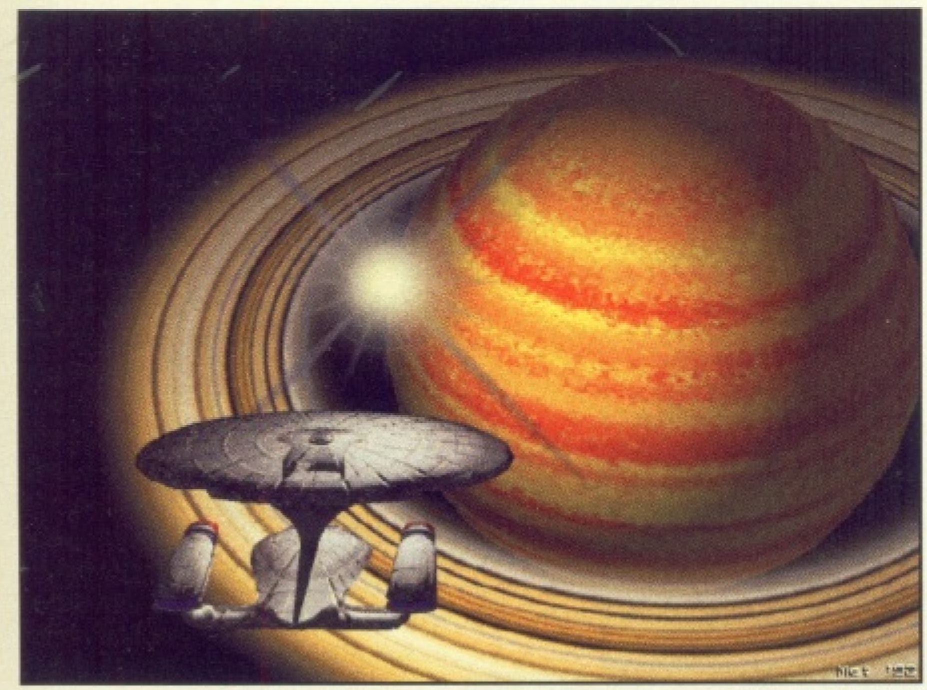
However, it can require many preview test renders in *Imagine* to get a perfect settings for the textures. This is where *Texture Studio* steps in. *Texture Studio* will load any *Imagine 3.0* texture module, allowing you to change all of the settings and then generate quick test renders to show you the results. You can set the size of these test images to suit the speed of your machine, which means that you can quickly build up a library of your own textures without spending hours in *Imagine*. The settings can then be saved out as *Imagine* texture settings files which can be loaded onto any object from within *Imagine* itself.

Even if 3D rendering isn't quite your cup of Minestrone soup, it's possible to use *Texture Studio* to generate amazing looking images for a variety of uses such as backdrops for video work. Users of rendering packages other than *Imagine* can use the 'test render' bitmaps as 'brush maps'.



FPU required

Using these types of mathematically defined textures requires a lot of special highly accurate calculations. This is why *Texture Studio* needs a math co-processor, otherwise know as an FPU or Floating Point Unit. Either a 68881 or a 68882 is suitable though it also requires a 68020 processor or above. Anyone at all interested in rendering should seriously consider obtaining these basic requirements if they don't have them



▲ Gas Giant, one of the texture settings included with Imagine from last month's cover disk is excellent for rendering realistic looking planets, as you can see from this picture.

already. After installing *Texture Studio*, all that's needed to run the package is a simple double-click on the *Texture Studio* icon. A new Hi Res Interlaced screen is opened with numerous highly technical looking windows dotted around the screen. Fortunately all of this is configurable in *Texture Studio* so our first stop will be changing the set-up to something which is a little more comfortable.

No flicker

The Screen Mode requester can be found in the Project menu. Click on the desired screen mode (try PAL:High Res) and select eight colours or so. *Texture Studio* uses a powerful and highly configurable controlling method. Most of the windows are already open on the *Texture Studio* screen but they can be closed and moved around the screen as you see fit. Windows can be closed with the normal close buttons on the top left corners, while the Windows menu is used to open them up again. Once you've arranged the screen as you like, use the Save Prefs option from the Prefs window – this will ensure that everything pops up like this next time you load. Quickly you'll discover which windows need to stay open all the time and which ones only need to be displayed when needed.



Select Open Texture from the Project menu. A file requester will appear which will home in on the directory containing four new texture files that come with Texture Studio. Select 'Radar.itx'. The file post fix '.itx' is a convention for *Imagine* texture modules as is '.atr' which signifies attribute files. Once selected, the main window with all the sliders should suddenly change to display a large number of settings. At the bottom right of the screen is a window called InfoBar. We recommend you leave this at the bottom of the screen at all times. Click on Render. A new screen will be opened and a preview of the texture will be rendered before your eyes.

Moving sliders

Click on any of the Radar colour sliders. Move the sliders and you'll see that the window marked ColourBox will show exactly what the colour looks like. Also change the grid colours. Press Render again and you'll see that those changes have affected the texture. Fortunately all texture modules contain the descriptions of the settings so it's just a question of loading them up and experimenting with the sliders to see exactly what is affected.

Increase the circle width setting and render that. The circle in the radar target will become wider accordingly. Now you're getting the idea. In the top right is a window called Texture. Click on Radar and then the Close button. It will disappear and we're ready to load the next texture, only this time we'll go for one of the more complex ones supplied with *Imagine 3.0*. For this part you'll need to have installed *Imagine 3* from last month's cover disks. Pressing the Open gadget on this window does the same as Open texture. This time move the file requester directory to the location of the Textures drawer in your *Imagine 3.0* directory. Select BathTile.itx.

Before rendering, cycle the Object gadget in the Object window to read Plane instead of Sphere. Now click on the X slider in the access window. This controls which 3D position the texture will be mapped onto the object. Change it to read -90 degrees. You'll see the 3D arrow representation revolve as you drag the slider. Render it: neat but boring, it needs that something extra.

Click on the Colours window. Change the object colour to dark green for example. Now click on the Open gadget on the Texture window again. Don't close BathTile. Select WormVein.itx. Now you have two textures in *Texture Studio*. If you click on a texture in the texture window, the main settings window will change to the settings for that texture. In this way *Texture Studio* will allow you to render many textures at the same time, although this will slow down rendering speed somewhat. The results, however, are absolutely amazing. Render the WormVein and BathTile combination. Wow, it's a worm-veined tiled wall. Wouldn't that make a nice texture map for a 3D game?

24-bit output

Now let's see what we can do with the output. Click on the options gadget in the InfoBar window. There are two separate sections, one for rendering to the screen, as we have been doing so far, and one selection to render to a file. This time we'll render to a file. This means that we won't get to see the render until it's loaded into a picture viewer program, but it saves on memory. Click on the File tick box to select this render mode. Click on Choose to pick a location to save the file. Call it Test.IFF or something. Unselect the Render to Screen tick box and bump up the resolution numbers in the boxes to something like 250 x 250. Note that the X/Y aspect box in the View window should be changed to reflect the aspect ratio. If you picked 320 x 200, you'd put 320 divided by 200 in the box EG: 1.6. This ensures the result will not look fat or squashed etc. Then again, you might desire that effect.

Rendering now will take a little time as *Texture Studio* outputs a rather large 24-bit IFF. You can use a third party PD viewer such as VT or PPShow to have a look at the result which will be far better than the real time HAM preview. Alternatively load it into a paint package. Most will reduce the colours to 256 or less but it'll pick the best combination and you'll see exactly what *Texture Studio* is capable of. Why not use a paint package to reduce the colours down to 256 or less and load it in as a Workbench backdrop?

Saving settings

Finally when you're sure the preview you're seeing is what you want to use in *Imagine*, save the texture settings out after filling in a descriptive filename. When in the Imagine detail editor, 'pick select' a loaded object. Choose Attributes from the Functions menu and then click on the Load gadget at the bottom left. Select your saved out texture settings from *Texture Studio* and it's all done! Don't forget to save the object again with all the textures assigned to it. Render your scene and you should see your object textured just as the preview was in *Texture Studio*, providing your scene is lit correctly. For more details on using *Imagine*, be sure to follow the *Imagine* tutorial in the Workshop section at the back of the magazine. Enjoy! ■

Repetitive brushmaps

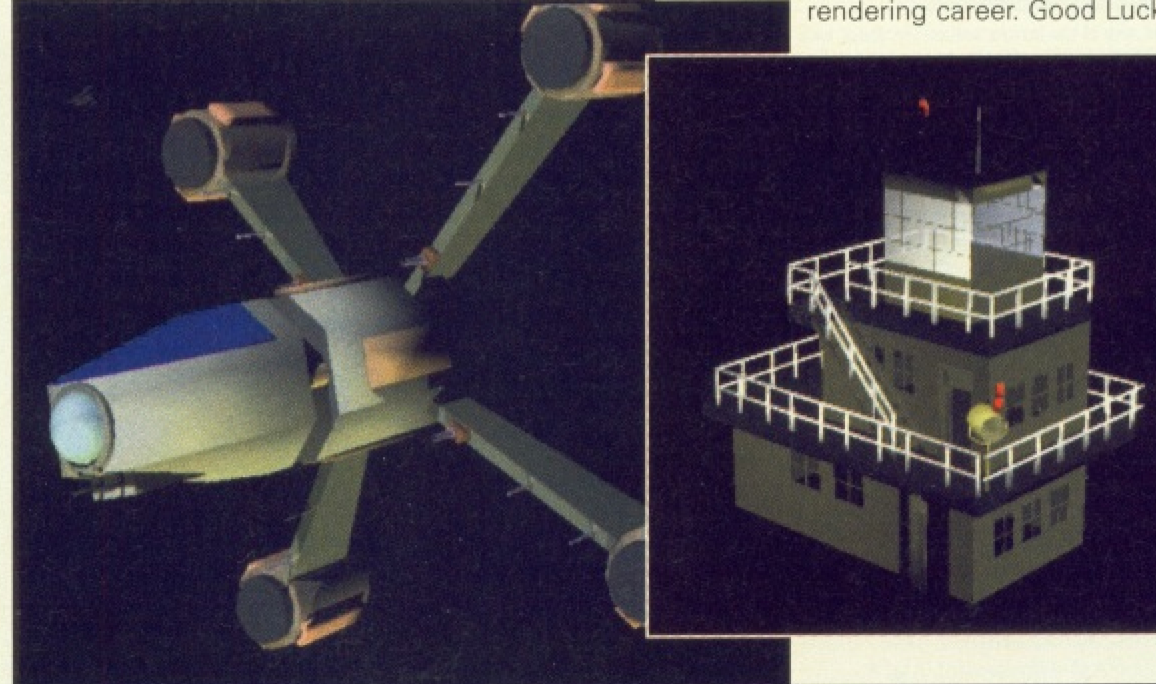
Check out the pre-saved texture settings that come with the *Texture Studio*. Eyeball is an excellent example. This is a combination of a number of textures, all of which must be in the same directory, so copy the four textures from the *Texture Studio* drawer in the *Imagine* Textures drawer. When you've got a result that looks about right, don't forget to have a play with the Light Window. Just drag around the circle which is the light source for the test render. A larger number in the Distance box makes the light source look further away. You can also change the intensity. Lowering it to 0% and raising the back light lighting level will give a perfectly evenly lit render, useful for repetitive brushmaps.

Cover disk goodies

There's something for everyone on our cover disks this month: video titling, sound processing, fractal graphics, Imagine Objects, networking software and example code for Amiga E.
See page 16 for loading instructions.

Imagine Objects

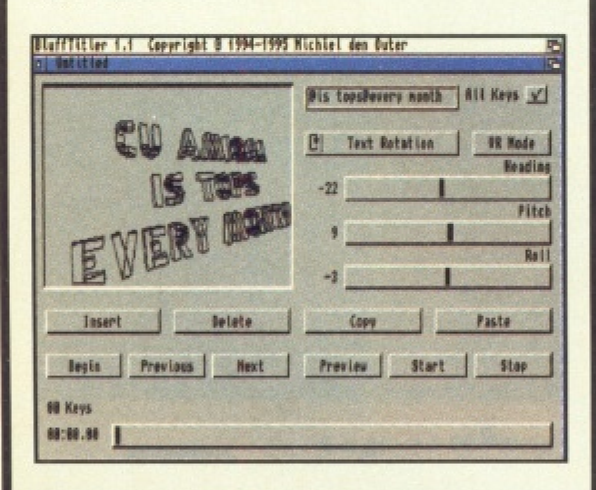
Another seven objects for *Imagine* are included on the disk. These should be installed directly to or copied to your *Imagine* Objects drawer. Use them as you would any other *Imagine* object. You'll find both spaceship and the airport tower along with a few others ready to load into Imagine to kickstart your new 3D rendering career. Good Luck!



Bluff Titler Demo

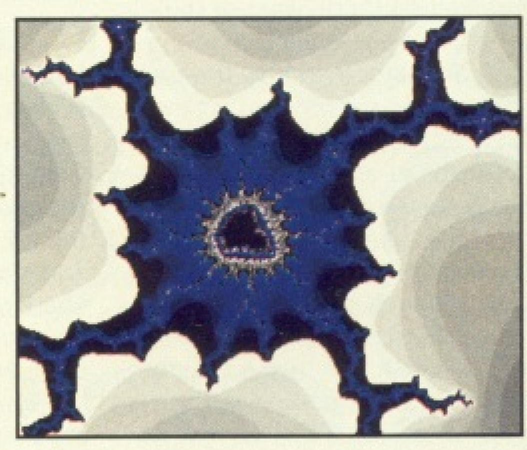
Bluff Titler is a clever 3D video titling tool that's incredibly easy to use. It generates animated 3D titles in realtime with minimum effort from the user.

This is a demo version, hence the permanent text on the background. Check the docs for details on registering for the full version. To enter your own titles, type some text into the gadget at the top right of the window. Now adjust the position and rotation of the text with the cycle gadget and sliders beneath this. Click on Insert to mark this as one of the key frame positions. Now move the slider at the bottom of the screen to the right (say half way along). Now alter the position of the text again and click Insert. Do this as many times as you like, then click on Start to see the results. Read the documents for full instructions. *Bluff Titler* requires a 68020 or higher processor.



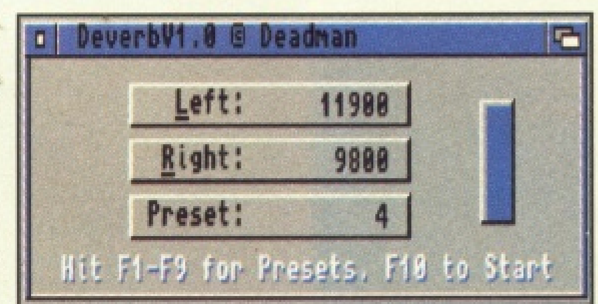
Mandel 92

We've all seen fractal graphics before but there's still something fascinating about them Mandel 92 is a tiny little program that draws a basic mandelbrot set and allows you to explore any part of it, zooming in into infinity! The graphics are rendered in progressive steps, from chunky to high resolution. At any time you can click the left mouse button, then drag out an area to explore. Press space and the screen will be redrawn accordingly. Carry on for as long as you like. Flip screens as usual with Left Amiga M, and quit with Right Amiga Q. Use a screen grabber such as ScreenX or Quickgrab to save the fractal graphics for later use.



DVerb 1.0

DVerb is a neat little tool that adds reverb and echo effects to an incoming audio signal. You'll need the reqtools.library installed in your LIBS drawer. If you don't already have it, reqtools.library is available from the *Aminet* and other PD sources. You'll also need a sampler cartridge plugged into the parallel port. Use the functions keys to select different settings, and press F10 to activate the effect. Connect the Amiga's audio output to a good hi-fi or stereo system for best results.

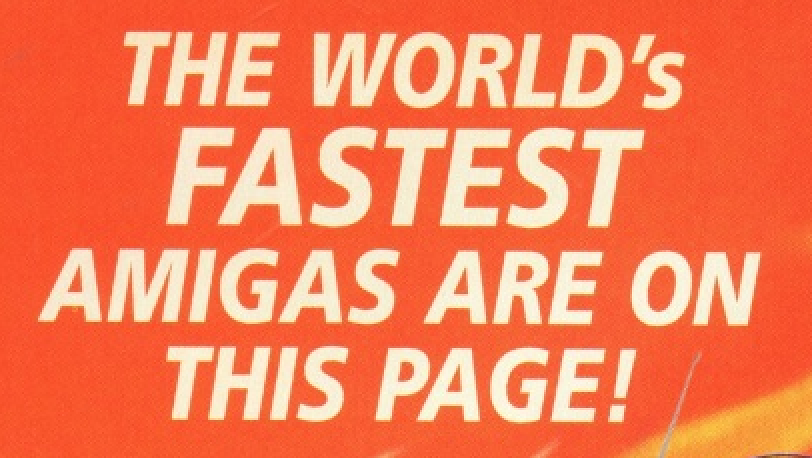


Amiga E Code

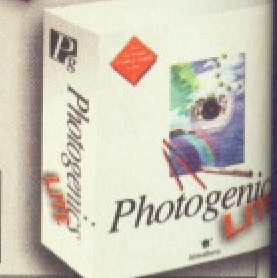
Source code for parts one and two of our *Amiga E* tutorial can be found on the disk.

Networking Software

This month's networking software was included at the last minute before going to press so there's no front-end to unarchive it for you. On the *XTR* game demo CU 127 disk, there's a directory called NetWorking. Inside is a text file which you should read which tells you how to unarchive the NetWorking software. Included is ParNFS, ProNet and the MagPLIP SANA-II driver. ■



THE WORLD's FASTEST AMIGAS ARE ON THIS PAGE!



LIMITED OFFER FREE PHOTOGENICS LITE SOFTWARE WITH CYBERVISION 64s FOR A LIMITED TIME!

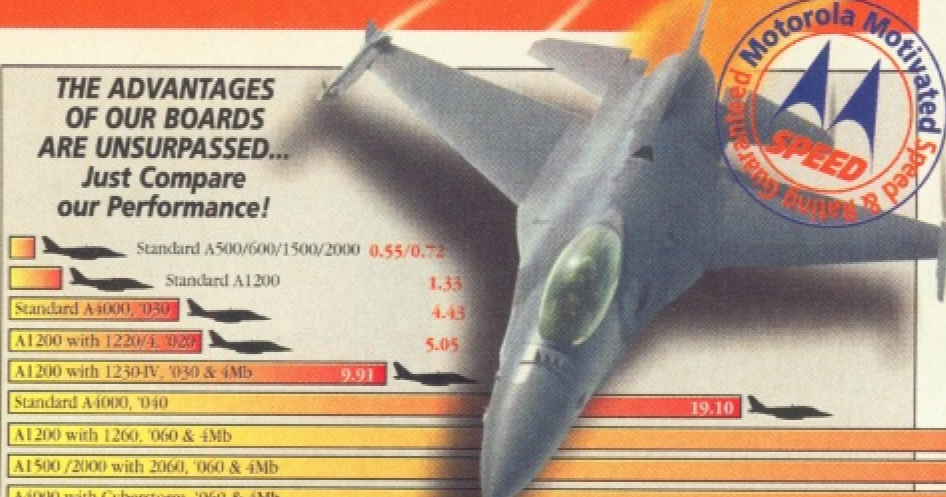
CYBERVISION 64

64–BIT ENGINE A3000/4000 24-BIT COLOUR ACCELERATED GRAPHICS CARD. For all Zorro-3 Amigas, this 64-Bit high speed graphics engine/blitter offers up to 1600 x 1200 pixels in 8-Bit colour or 1024 x 768 pixels in True 24-Bit Colour, with 2Mb of display memory (4Mb user upgradeable).

Cybervision 64... 2Mb - £329.95 4Mb - £439.95

Request your FREE Technical Brochure

FREE PhotoGenics LITE...Powerful software for image manipulation - the ULTIMATE 24-bit graphics package for A3000 or A4000! Includes 27 effects for processing photos/images such as Emboss, Solarize, Texturize, Add Noise etc. as well as Paint Tools inc. Chalk Pastels, Crayon, Felt Tips & more - Brilliant! (Packaging is shown for illustration purposes only and is not included)



Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).



- Up to 128Mb of standard SIMMs can be installed and you can even transfer the 72Pin SIMMs from your A4000 straight onto Cyberstorm.
- Options include a SCSI-2 only module, or a SCSI-2 and combined Ethernet expansion module. *Request your FREE Technical Brochure*

The World's Fastest Amiga!

CYBERSTORM - THE FIRST FULL 68060 ACCELERATOR FOR THE A4000 *(ask for details about A3000 compatibility too).* When Cyberstorm, a 50MHz 68060 board, renders a test graphic with Imagine 2.0 software, the processing time is FAST... Just 2.45 minutes - Compare this with 10.34 mins on a standard A4000 '040/25!

Cyberstorm 68060/50

50MHz 68060, 0Mb (Expandable to 128Mb)

£PHONE!



28MHz 68EC020 A1200 TURBO 4Mb, 32-Bit RAM Expandable to 8Mb

Multi award-winning BLIZZARD 1220/4 4Mb TURBO

Offers by far the best price/performance ratio of any A1200 32-Bit RAM expansion on the market incorporating everything a good memory board should - such as a Real Time Clock, RAM expandability, optional FPU etc. With its Motorola Processor running the 32-Bit FAST RAM at an amazing 28MHz, the 1220/4 has broken all the barriers! Check the facts for yourself and fit the BEST Amiga A1200 68EC020 Turbo Memory board available.

- Integrated 28MHz 68EC020 Clock Speed Doubler for up to 300% overall performance increase
- Factory Installed & Tested 4Mb 32-Bit FAST RAM
- Expandable to 8Mb with Blizzard Add-4 Board
- Integrated Battery Backed Real Time Clock
- Easy Trapdoor Installation
- Can be disabled in situ for full games compatibility

1220/4 Turbo 28MHz 68EC020 4Mb 32-Bit Fast RAM (Expandable to 8Mb)	£199.95
Add-4 Board - extra 4Mb for 1220/4 4Mb 32-Bit Fast RAM add-on	£169.95
Motorola Maths Co-processors 68882 PLCC type FPU, 25/33MHz	£Call

THE AWARD WINNING A1200 RAM EXPANSION!

Blizzard products have consistently achieved the highest magazine accolades and awards!
Amiga Shopper *said "in short if you want the fastest Amiga in the World, you have no option."*
Amiga Computing *"...Amigas can now do anything Pentiums can" - 9/10*
Amiga Format *"...buy one as soon as you get chance" - 95% rating*

[1]*Available 1st Quarter '96*



50MHz 68030 A1200 TURBO ACCELERATOR - 0Mb Expandable to 128Mb

The Blizzard 1230-IV Turbo Accelerator Memory Board

is the successor to the market leading 1230-III and the highest performing 68030 accelerator available for the A1200! Not only has there been an INCREASE in specification, but also a DECREASE IN PRICE! With its 50MHz 68030 and MMU, the new 1230-IV offers EVEN MORE for LESS! With a SysInfo rating of 9.91 (using a 60 Nanosecond SIMM) you can see the 1230-IV is **very fast** - a performance gain of up to 500% is achieved! Options via its Fast Expansion Bus include Modules such as a SCSI-2 Controller. An industry standard SIMM socket provides for up to 128Mb of auto-configuring 32-Bit FAST RAM (or 256Mb with the SCSI-2 option including its extra SIMM socket).

- Easy Trapdoor Installation
- Battery Backed Self Recharge Real Time Clock
- High Performance DMA Expansion with Full 32-Bit wide DMA
- 68030 may be disabled with a Simple Keystroke on Boot Up allowing Full Games Compatibility - Even Badly Programed, Older Software!
- PGA FPU Socket allowing Optional 50MHz, 68882 FPU

1230-IV Turbo 50MHz 68030 & MMU 0Mb 32-Bit Fast RAM (Expandable to 128Mb) NEW... LOWER PRICE	£179.95
4Mb SIMM RAM Expansion (Fast 60 Nanosecond) 32-Bit, 72 pin *(Call for Larger SIMM prices)*	£134.95
Motorola Maths Co-processor 68882 PGA type FPU, 50MHz	£99.95
SCSI-2 Module[1] for 1230-IV Turbo (With additional 128Mb SIMM socket)	£89.95

THE WORLD's FASTEST A1200 '030 ACCELERATOR!

What the Magazines think...













NEW 68060 ACCELERATORS FOR THE AMIGA A1200, A1500 and A2000 RANGES

If you'd like to know how to make YOUR Amiga A1200, A1500 or A2000 as fast as any Amiga can be... ask for our free brochure which shows you how!

Blizzard products have always been at the forefront of the Amiga accelerator market and we were the first to launch 68060 boards with the amazing performance they bring. Since that launch, there have been shortages of 68060 Motorola CPUs and production output has fluctuated. Although supplies of these chips were expected to be fully on line by now, Motorola cannot meet the demand. We are assured however that by the early part of 1996 Motorola will be in a position to fulfil the market's needs and hence, Blizzard product delays (which are beyond our control) should disappear. Until then you may well ask...

Should I be tempted to buy on '040 instead?

Well, when the Blizzard '060s can be **Two or Three** times as fast yet cost as little as 25% more, why buy an '040 which offers a far lower price to performance ratio! When we considered the possibility of producing an "interim '040", we decided it was not a product worthy of development. The facts are simple, if YOU want the **FASTEST** Amiga, a 68060 is the ONLY way. Maybe you should think about reserving a Blizzard 1260 or 2060 now - stocks are bound to be limited when the mighty 68060 returns! A small wait now, but an '040 will always keep your Amiga waiting longer!

NEW... BLIZZARD 1260

1260 Turbo[1]
For the Amiga 1200s
50MHz 68060 & MMU
0Mb 32-Bit Fast RAM,
Expandable to 64Mb
£599.95

NEW... BLIZZARD 2060

2060 Turbo[1]
For Amiga 1500/2000s
50MHz 68060 & MMU
0Mb 32-Bit Fast RAM
(Expandable to 128Mb)
£699.95

All Blizzard and Cyberstorm products use brand new MOTOROLA 680X0 series processors (not second hand as in some of our competitors' boards). They always run **WITHIN** the electrical timing specification laid down by Motorola to prevent any possible overheating/reliability problems. When you pay for a new 50MHz CPU for example, that's exactly what you get - not a 40, 33 or even a 25MHz CPU "clocked" to 50MHz! Look out for the **MOTOROLA MOTIVATED** logo - your guarantee of our commitment to quality and reliability - **BEWARE** of "clocked" CPUs!

gordon harwood computers
the UK's favourite Amiga Dealer

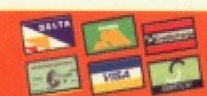
GORDON HARWOOD COMPUTERS LIMITED
Dept: CUA/B5 NEW STREET, ALFRETON, DERBYSHIRE. DE55 7BP

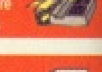
Tel: 01 773 836781
Fax: 01 773 831040

PLEASE CALL TO CONFIRM AVAILABILITY BEFORE MAKING A LONG JOURNEY TO VISIT US. OUR OPENING TIMES ARE... Mon-Sat, 9am until 5pm

VISIT OUR SHOWROOM THERE'S PLENTY OF FREE PARKING CLOSE BY... ASK US TO FAX A MORE DETAILED ROUTE MAP

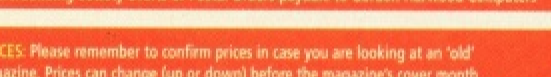
A61 To Chesterfield · M1 North · ALFRETON · Traffic Lights · GORDON HARWOOD COMPUTERS · A38 To Mansfield · TRENT BUSES · New St · Jctn 28 · A38 To Derby · TRAVELODGE AND MOBIL · Jctn 27 · ONLY 5 MINUTES FROM THE M1! · M1 South





BY PHONE: Simply call our order line. We accept VISA, Mastercard, Access, Switch, Connect, Delta AMEX and Lombard Creditcharge (most 'store cards' are Lombard eg. Dixons, Currys etc).

BY POST or FAX: Include your name, address and daytime phone number plus order details. If charging a credit/debit card include... number and expiry date (also issue number with Switch cards). Make Cheques (allow 7 days clearance prior to despatch), Bankers/Building Society Drafts or Postal Orders payable to Gordon Harwood Computers





PRICES: Please remember to confirm prices in case you are looking at an 'old' magazine. Prices can change (up or down) before the magazine's cover month has passed. Please confirm before sending orders by post.



DELIVERY: We ship promptly and offer delivery of all orders throughout Mainland UK & most products overseas. If your order is urgent we have priority despatch options with express delivery available.





EXPORT: Most items are available Worldwide, and at TAX FREE PRICES to non EC residents & overseas UK Armed Forces Personnel (with CO's document). Please call us for confirmation of prices and carriage charges.

DISK 125 XTreme Racing



If totally mad, fast paced racing is your preference then XTreme could be the one for you. With options galore it's speedy but not greedy.

XTreme Racing is a bit like *Skidmarks* or *Roadkill* close up, and very like that old Nintendo SNES gem, *Mario Kart*. Like every other racing game in history the object is to make it to the finishing post first, but it's the amount of competition and fun involved in doing so that make *XTreme* stand out.

1x1 resolution

There are several graphics modes which *XTreme* will conform to, including 2x2, 1x2, 2x1 and 1x1 pixels, it can have dithering on or off, it all depends on the type of Amiga you have. While loading, *XTreme* will check out your system and optimise the graphics settings for it, though you can go in and alter them during the game.

It's a self booting disk so all you have to do to load it is insert it in the internal drive and restart your Amiga. It can also be accessed from Workbench, but because it needs nearly 2Mb of RAM, you will need extra RAM to start it from Workbench.

To get speed and frame rate up to scratch you will only be able to play it with dithering on a standard A1200, but it still looks very good, if a little too much like *Virtual Karting* for some people in this office. For an even sharper picture you should try changing the pixel resolution (see box out).

If you have an accelerator the game will automatically default to 2x2 pixel dithered graphics with 020/030 or 04/060 routines and if you have a fast accelerator you can enhance it further by reducing this to full 1x1 pixel resolution for the best results. But remember, EXTreme won't let you change any of the graphics settings (except pixel definition) on a standard, unexpanded A1200 because it has your best interests at heart: a jerky, slow racing game is no use to anyone! So either upgrade or stop complaining.

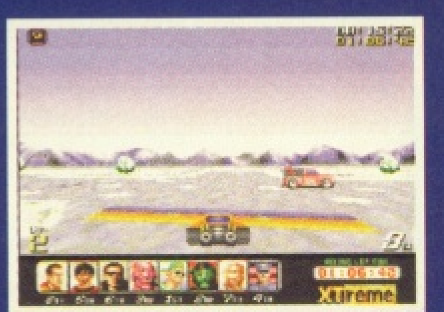
Split screen

Although there will be a serial link option available in the finished product, it has been disabled in this demo. Fear not though, there is a split screen two player mode which is a right old laugh. You can use one or two button joysticks, a CD32 controller or the keyboard to control the game. When in two player mode it's wise to enter the options screen and adjust the viewing angle and horizon so that you can see both cars properly (see box out).

It's not the most serious game in the world. Apart from the obvious goal of reaching the end by being the best driver, you can also achieve this by being a complete cad. Question marks are littered at various points on the track and driving over these will pick up a random icon. This can be amongst others a bomb, a mine, a crazy turbo boost or a power jump. To use these you just have to press fire at the right moment.

There is only one track, but there are three difficulty levels: Three Wheeler, 2.0 Fuel Injection and Turbo Nutter. Some advice: avoid the tree, avoid sliding into the slush and, fun as it may be, try not to hit the ageing elves running across the road too often, they slow you down no end. And we hope you like Jungle, 'cos that's all the music you're going to get! ■





Options, options ... what to do?

Silltunna seem obsessed with options. So here's a quick tour of what's available. First, when you load the game, you will see a menu screen, this will have three selectable options:

MAIN OPTIONS This actually starts the demo, allowing you to select a one or two player game along the way.
SETUP OPTIONS Should be entered if you are going to use a two button joystick, keyboard or CD32 controller. You can also switch sound effects on or off.
QUIT Quits to Workbench.

As soon as you start the game if you press the ESC button you will enter another menu screen. Choosing main options here will bring up Screen options 1, 2 and 3. The first allows you to adjust the camera angle and horizon, the frame rate and processor routines. The second gives you control over pixel and screen height and width. The third allows you to turn backgrounds, dust and dithering on or off.

Finally there are camera options which allow you to change views etc. Experimentation is in order.



Explore the Wonder of your new Amiga with these Wizard packages from HiSoft Systems

The Amazing Surf Squirrel Interface



The powerful Surf Squirrel™ interface is the cutting edge technology for easy A1200 expansion. Providing a high performance SCSI-2 interface, Surf Squirrel permits easy addition of up to 7 SCSI peripherals, such as a hard disk, a Zip™ drive or a CD-ROM to your A1200; Squirrel is also the only SCSI expansion that is hot plug and unplug, requires no opening of your Amiga, no technical knowledge and does not invalidate your warranty!

£99.95

But that's not all, Surf Squirrel also has a fully buffered, high speed serial port that is capable of performing up to 600% faster than the A1200's serial port, so Surf Squirrel gets the most out of your modem and your A1200 to make high speed file download, with multi-tasking, a reality not a possibility.

The package comprises the Surf Squirrel Interface, SCSI drivers, CD32/CDTV emulator, serial drivers, and an extensive, fully illustrated, user manual. Here are just a few of the reasons why the Surf Squirrel SCSI Interface is ideal expansion peripheral for your A1200:

- High performance (3Mb/s) SCSI 2 hardware for easy expansion; supports up to seven SCSI devices.
- No technical knowledge required, easy-to-use setup program included.
- Compatible with any SCSI-1 and SCSI-2 peripherals.
- Autobooting - boot from an external hard disk.
- Hot plug and unplug - no need to power off to remove the interface.
- All software drivers required for the connection of CD-ROMs or hard drives included.
- Includes a full CD32/CDTV emulator for use with a SCSI CD-ROM drive.
- Fits externally - doesn't invalidate your A1200 warranty.
- High performance, fully buffered serial port to give reliable data transfer at up to 230400 bps - dramatically reduces the time spent on the phone and your phone bills.
- Industry standard 9 pin serial socket for easy modem connection.
- Serial port is compatible with all comms, networking, and serial hardware.

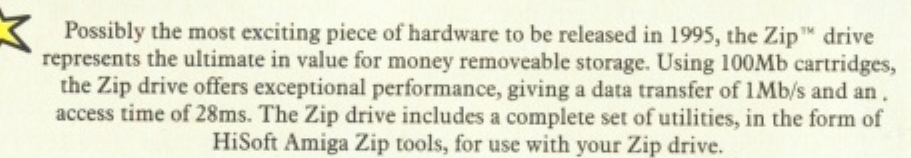


£189

inc 100Mb cartridge, extra cartridges from £12.90



The hard drive for the multimedia age



Possibly the most exciting piece of hardware to be released in 1995, the Zip™ drive represents the ultimate in value for money removeable storage. Using 100Mb cartridges, the Zip drive offers exceptional performance, giving a data transfer of 1Mb/s and an access time of 28ms. The Zip drive includes a complete set of utilities, in the form of HiSoft Amiga Zip tools, for use with your Zip drive.

only £225



The SuperValue CD-ROM Pack

HiSoft has done it again with a brilliant multimedia pack of the original Squirrel SCSI interface (not Surf Squirrel), Aiwa ACD-300 CD-ROM and the Almathera 10-on-10 pack of CDs! Just look at what you get:

- *The amazing, trend-setting Squirrel SCSI interface which allows up to 7 peripherals (hard drive, CD-ROM, Zip, scanner etc.) to be daisy-chained together.*
- *CD32 and CDTV emulation software so that you can all those games and other titles such as Video Creator.*
- *The great-looking Aiwa ACD-300 CD-ROM drive; a fast, double-speed CD-ROM with full SCSI specification plus complete audio controls on the front so that you can play music CDs directly. Plus an informative LCD panel.*
- *The Almathera 10-on-10 pack of CDs; this is 10 CDs including the Team Yankee game, 2000 clip-art images, the Illustrated Works of Shakespeare, a Comms, Internet & Networking CD, The World Vista Atlas, 1000s of fonts, a complete photo library and much, much more!*

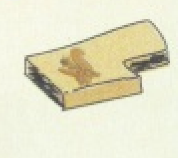
Offer extended until 30 Nov 1995

All this, packaged together, at a truly superb price, with full 1 year

The Fabulous Squirrel Surf Packs









Surfing Starter Pack
£199 plus P&P

Surfing Super Pack
£299 plus P&P

Making the Connection

EMAIL • NEWS • WEB • FTP
GOPHER • TCP/IP • USENET

Start surfing with one of HiSoft System's Surf Packs. Designed for both the beginner and expert alike, the Squirrel Surf packs include all software, hardware and documentation to get you quickly, and easily, onto the information super highway.

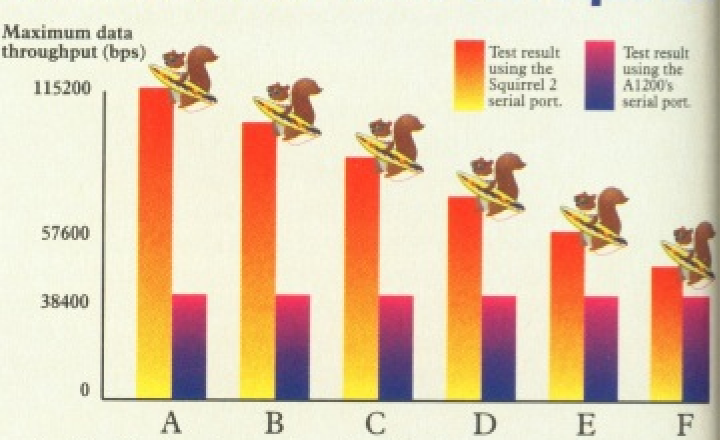
Surfing Starter Pack

- V32 Modem, capable of speeds up to 14,400 bps.
- Surf Squirrel interface.
- Termite communications software - powerful yet easy-to-use, perfect for BBS and CIX access.
- Free CIX registration (worth £29).
- Simple installation.

Surfing Super Pack

- V34 Modem, capable of speeds up to 28.800 bps.
- Surf Squirrel interface.
- Termite software.
- Free CIX registration (worth £29).
- All the tools you need for internet cruising, ready-to-go, no set-up.
- Simple installation.

How much faster is the Surf Squirrel?



Bars A,B and C are the maximum transfer rates obtained when downloading an ASCII, Database and Graphic file respectively, using a V34/VFC modem. Bars E,F and G are the maximum transfer rates obtained when downloading an ASCII, Database and Graphic file respectively, using a V32bis modem.



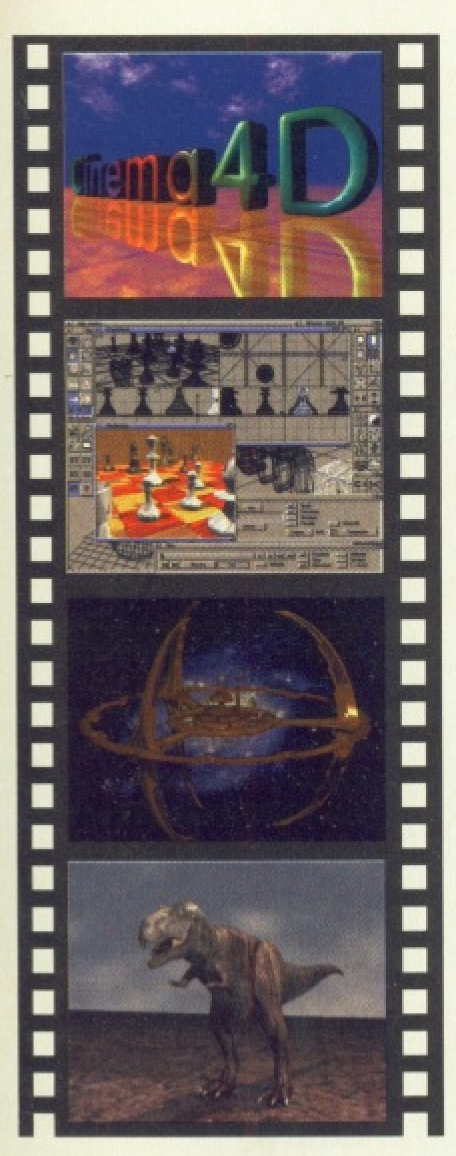
The Old School, Greenfield
Bedford MK45 5DE UK
Tel: +44 (0) 1525 718181
Fax: +44 (0) 1525 713716

All prices include UK VAT. Shipping is £4 (3-4 day servic or £6 for Guaranteed Next Da (if goods in stock). Please call our freephone number 0500 223660 for more details or to order any title. E&OE.

Note that the original Squirrel interface (as opposed to the Sur Squirrel) does not include a fa

Cinema4D™

Bringing you closer to virtual reality



£199

HiSoft Systems is proud to present Cinema4D - a new world of Amiga ray-tracing. Cinema4D is packed with power-user features that will satisfy even the most demanding users. Moreover, at £199 inc., Cinema4D does not carry a power-user price tag.

Cinema4D provides an easy-to-use multi-tasking editor replete with every conceivable option including window-based realtime interactive modelling, modelling directly in 3D, basic and complex primitives with uncountable variations, easy object manipulation, moveable tool, object and texture lists, definable object hierarchies, optimised versions for 68020 (A1200 etc.) & FPUs and much more!

The Cinema4D animator brings you even closer to the world of "virtual reality", breathing life into objects and scenes. It doesn't matter whether you want to have your spaceship dock with a new spacestation, or take a tour around the darkest dungeon - with Cinema4D it's so simple. With just a few mouse clicks you will have your objects move realistically through time and space.

Cinema4D runs on all Amigas with a minimum of 3MB RAM, and Kickstart 2 or higher. Cinema4D supports all Amiga and graphic card modes (HAM, HAM8, 24-bit,etc.) and recognised file formats (Imagine, Sculpt, DXF, Reflections, etc.).

The Marvellous Music Master Pack







If music be your food of love then play on with the new Music Master Pack from HiSoft Systems. Here is everything you need to experiment with sound, or control your favourite MIDI keyboard, or sample the latest dance sound (or the dog barking next door) or even sequence a complete song, all from the keys of your favourite computer. The Music Master Pack contains:

Aura 8 Sampler

- ★ 8-bit direct-to-disk sound sampler plugs into your parallel port.
- ★ Complete with extensive editing software.
- ★ Vast range of special effects (both to sample & real-time) like flange, echo, tube, etc.

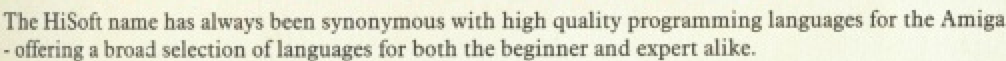
Aura Midi

- ★ Full MIDI interface with MIDI-in, MIDI-out and MIDI-thru.
- ★ Perfect for controlling MIDI keyboards, guitars, drum machines etc.
- ★ Compatible with all MIDI software and hardware.

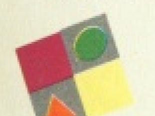
Sequencer One

- ★ Complete MIDI sequencer. Accurate real-time recording and playback of MIDI instruments.
- ★ Work with up to 32 tracks with 4 channel sample replay.
- ★ Step editor screen for individual note editing and much more.

Perfect Programming



The HiSoft name has always been synonymous with high quality programming languages for the Amiga - offering a broad selection of languages for both the beginner and expert alike.



For starters, we have HiSoft Basic 2, ideal for anyone wanting to take their first steps in programming. Based on the industry standard Microsoft Quick Basic, HiSoft Basic 2 offers excellent cross-platform compatibility as well as full compatibility with the Amiga. Supplied with an extensive tutorial, HiSoft Basic 2 will get you writing your own programs quickly and easily. *Suggested Retail Price £79.95.*



For the main course, we have HighSpeed Pascal, a superb version of the popular Pascal language, offering astonishing performance and excellent compatibility with Turbo Pascal on the IBM-PC. HighSpeed Pascal includes all the tools essential for easy development including editor, debugger, compiler and manuals. *SRP £99.95.*



The dessert; for those who want to get to the Amiga's hardware, we have Devpac 3. Regarded by many as the industry-standard assembler, Devpac 3 gives you the ability to write ultra fast assembly programs for your Amiga. As with all of our programming systems, Devpac 3 is complete, including editor, debugging facilities, include files and a comprehensive manual. *Suggested Retail Price £79.95.*

The Dream Database

Twist 2



a screenshot of the fabulous Twist 2 Database

Twist 2, from HiSoft Systems, is the highly-acclaimed relational database for all WB2 Amigas (2Mb memory recommended). With a built-in Forms Designer, a beautiful user interface, simple-to-use relations, versatile sorting, reporting and searching features and speed that defies belief, Twist 2 is the only Amiga database that will grow with you.

Twist 2 is compatible with all Amiga running WB2 (or higher) and with 2MB, or more, of free RAM. A hard disk is recommended. *Only £99.95.*

Classic Squirrel

The original mould-breaking Squirrel SCSI interface is still available at the magical price of only £69.95. This interface is ideal for those who want to expand their Amiga fully but do not intend to surf the net. You should also note that we have a wide range of SCSI and IDE hard drives for your A1200.

Coming Soon...



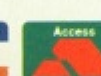
The SCSI MPEG Player for your Amiga, Atari, Macintosh & IBM-PC Compatible

Bring the cinema into your home and onto your computer with the Squirrel MPEG decoder. Playing the popular VideoCD and CDI CD-ROMs, Squirrel MPEG brings high quality digitally-mastered images and 16-bit stereo sound to you and your Amiga. Now you can watch all your favourite films in superb, high-definition colour, again and again and again, with no loss of quality.

Squirrel MPEG is a SCSI peripheral that can be used in conjunction with any SCSI controller, such as the Squirrel, and any VideoCD compatible CD-ROM. Squirrel MPEG can also be used as a stand-alone unit as an addition to your TV, Video and Hi-Fi setup.

Available from late 1995 / early 1996, Squirrel MPEG is the latest in an established line of ground-breaking products, for you and your Amiga, from HiSoft Systems.







To Order

To order any HiSoft Systems' package, just phone 0500 223660, free of charge, armed with your credit/debit card. We will quote you a firm all-in price and the expected delivery time.

cover disks
How to Load...



Cover disk 126

Cover disk 126 is packed with lots of goodies, as well as the main application Texture Studio. All of the data is compressed, so if you are running without a hard drive you'll need three spare disks onto which the programs and files will be expanded.

Hard drive installation

Boot from your hard drive and insert cover disk 126. Double click on the disk icon and double click the CUMenu icon. Now click on the Install CU Tools 126 icon. After a few seconds you'll be presented with the familiar Commodore Installer. Click on Proceed.

The installer will guess where you want the files to be installed. If it guesses right, click Proceed (a drawer called CUTools126 will be created). If not, select the destination on your hard drive. If you require a specific drawer for these programs, click on Make New Drawer and enter the name of your new drawer. Now proceed as normal.

Next you'll see a list of all the areas on disk 126. They will all be ticked to indicate that they will all be installed. It's a good idea to deselect the *Imagine* objects at this point if you want them installed in your *Imagine* Objects drawer. If this is the case, you can run the installation procedure again for the objects, selecting just the *Imagine* Objects this time, defining their destination in the earlier stages. Once you're happy with your selections, click on Proceed. The selected files will now be installed to your hard drive. To load each of the programs, open their windows and double click their program icons as normal.

Floppy installation

Floppy users should boot from cover disk 126, remembering to have three spare disks to hand. Double click the disk icon and the Floppy Users icon. You'll see five more icons. To install everything but the Imagine Objects, first double click the Format_Tools_Disk icon, follow the instructions, then double click the Install_Tools icon. This process will format a disk for you called CUTools126 and expand everything except the Imagine objects onto this disk. To use the programs, reboot with your Workbench disk. Check the instructions for system requirements.

To install the Imagine Objects, double click the Format_ImagineObjs icon and insert the remaining two spare disks when prompted. Now double click the Install_ImagineObjs and Install_ImagineObjs2 icons to install the objects onto these disks.

Networking software

To go hand in hand with this month's networking feature, we've included the best PD networking software on the same disk as *XTreme Racing*. There's no front-end program to unarchive it for you so you'll need to do it in the AmigaDOS shell. Obtaining a directory of the disk, will reveal a subdirectory called NetWorking. Inside this directory are three LZX archives containing ParNFS, ProNet and MagPLIP. To extract these archives, perform the following steps in the shell;

CD <place to extract archive to>
XTR4:UnLZX XTR4:NetWorking/ProNET.lzx
XTR4:UnLZX XTR4:NetWorking/ParNFS.lzx
XTR4:UnLZX XTR4:NetWorking/MagPLIP.lzx

The CD line should be something like CD DH1:Networking or wherever else you want the archives extracted to.

There's a text file called Read_me_First.doc with more details.



Cover disk 127
XTreme Racing

To load *XTreme Racing* – a fun and rather excellent racing game racing game from Guildhall, simply insert cover disk 127 and reset the Amiga. The game will load and run automatically. Refer to page 13 for full playing instructions. There's lots of fun to be had so buckle up and get ready for the ride of a lifetime (nearly).

IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However, if you do experience problems follow this simple guide. We also vigorously virus check our cover disks on a branded virus checker. If some escape our attention we cannot assume responsibility for it.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.
2: Follow the instructions on this and previous pages exactly.
3: If you still experience problems loading the disk call the PCWyse helpline on 01685 350 505 between the hours of 10am and 12noon Monday to Friday.

If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 28p stamped self addressed envelope to:
CU Amiga Magazine Disk Returns, PCWyse Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan CF48YY.

NAME: ....

ADDRESS:..

TYPE OF AMIGA OWNED: ....

DISK NUMBER:..

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK:

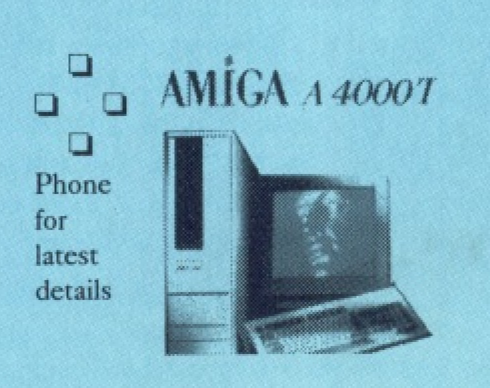
....

....

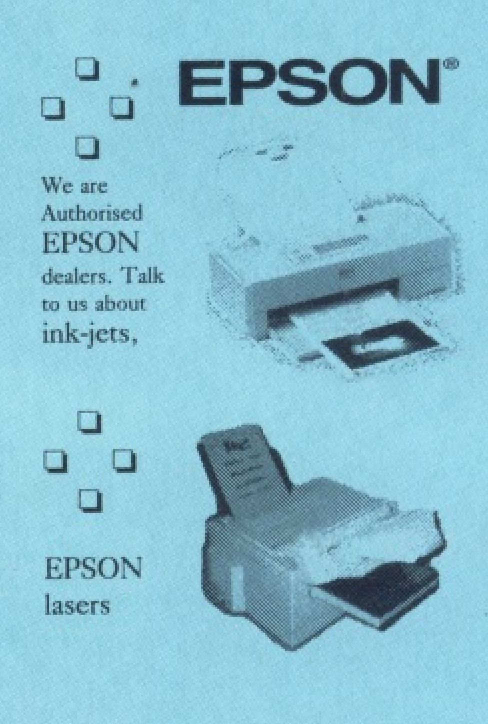
Investing in AMIGA(TM)



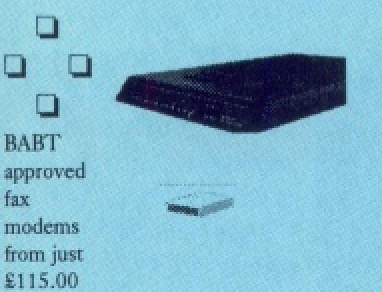
Magic Pack from £399.99



Phone for latest details



We are Authorised EPSON dealers. Talk to us about ink-jets,

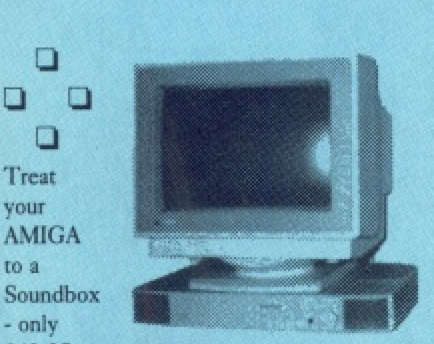


BABT approved fax modems from just £115.00

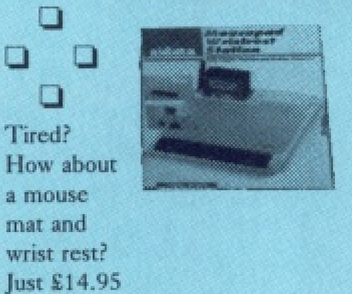


NEW! AMIGA monitor £299.99

EPSON lasers



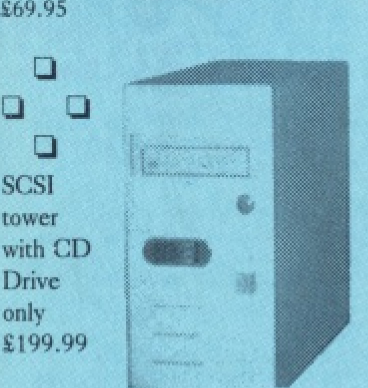
Treat your AMIGA to a Soundbox - only £69.95



Tired? How about a mouse mat and wrist rest? Just £14.95



and EPSON scanners.



SCSI tower with CD Drive only £199.99

...and that's not all. We have Hard drives, CD drives, High density floppy drives, gravel drives, SyQuest drives. We have the fantastic Panasonic PD system, formatted to the correct AMIGA standard. We have SCSI towers from only £89.95 delivered. We have most good CD ROM disks in stock. We have a carefully chosen selection of serious software in stock.

In short, if it's for the AMIGA, and it's good, you can buy it from us.

Remember, the FourSquare sign is your guarantee of a FourSquare Deal.

So come and see us or use our Mail Order Service. Either way, the service is second to none.

Please note our NEW address

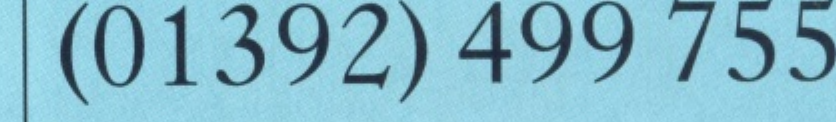
Brian Fowler Computers Ltd
90 South Street
Exeter
Devon EX1 1EN

Phone us on (01392) 499 755
Fax us on (01392) 493 393
brian_fowler@cix.compulink.co.uk
Compuserve 100072,1536

bfcl0035

(We have a lot more planned for the coming months... stay tuned!)

Brian
Fowler
Computers Ltd















Wordworth 5: the next generation

We all need a word processor from time to time and on the Amiga we are blessed with two excellent examples in *Wordworth* and *Final Writer* (writes Larry Hickmott). In January of 1996, Digita will be aiming to take back the initiative from *Final Writer 4* when they release a major update for their flagship program, *Wordworth*. As many of you will know, the current version of *Wordworth* is 3.1r2. That is, revision 2 of 3.1. The jump to version 5 is all to do with the fact that in the bundle for the new Amiga is version 4SE and so to avoid any confusion between it and the new version, Digita decided to make the next full version number 5. But what can we expect to see in it?

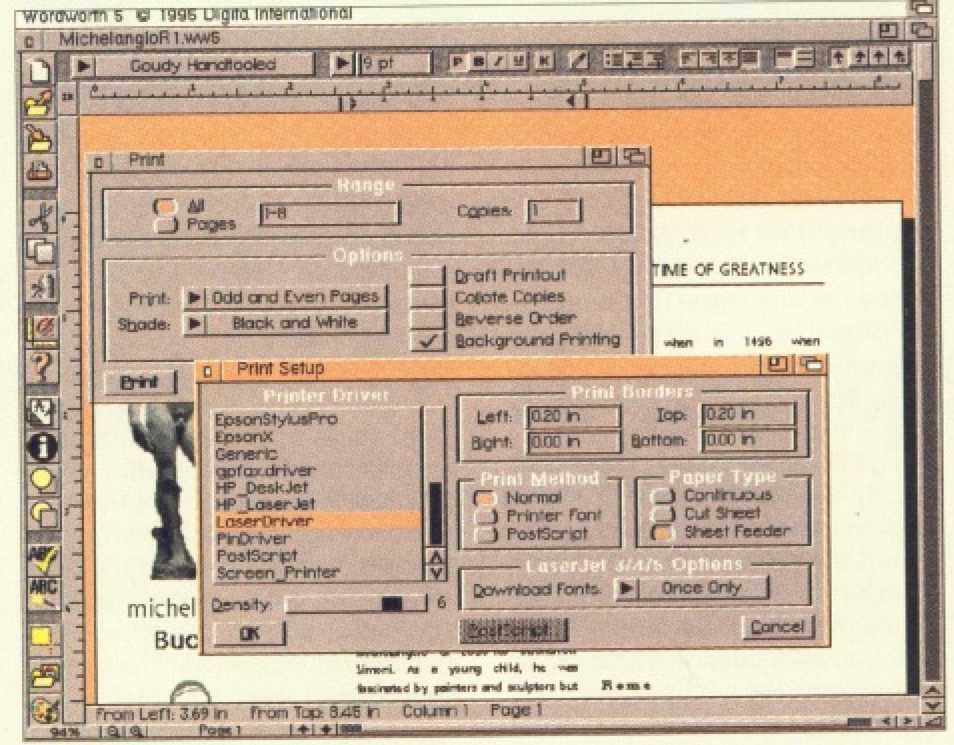
The list of features is extensive and it is clear from looking at them that Digita are responding to feedback from users about what we all want to see in an Amiga word processor.

People like myself have been quite vocal in the press about *Wordworth*'s lack of high end features like *ARexx* and *Style Sheets*. It seems that Digita are all ears.

Two of the biggest high profile new features are in fact, *ARexx* and *Style Sheets*. Of the two, *Style Sheets* is my personal favourite. One of the fundamental requirements when creating a document is to get a consistent look to your headings and other pieces of text, and *Style Sheets* will give you that ability. In my experience, *Style Sheets,* though, can be complicated to use but with *Wordworth 5*, applying a tag to some text is as simple as dragging the name of the style sheet from its palette onto a paragraph of text. Drag and drop as they say. Another feature will be background printing. The document will save itself to memory and then carry on printing while the page is released so you can carry on working.

Two other new additions will be *Wizards* and *Notes*. The former lets you create documents interactively using pop up 'Wizards', questions that will allow you to set up attributes for your document and do all the hard work creating your pages. Notes will allow you to add endnotes and footnotes to a document. More text effects are also planned, including functions which allow you to stretch text, create small caps, double underline and more.

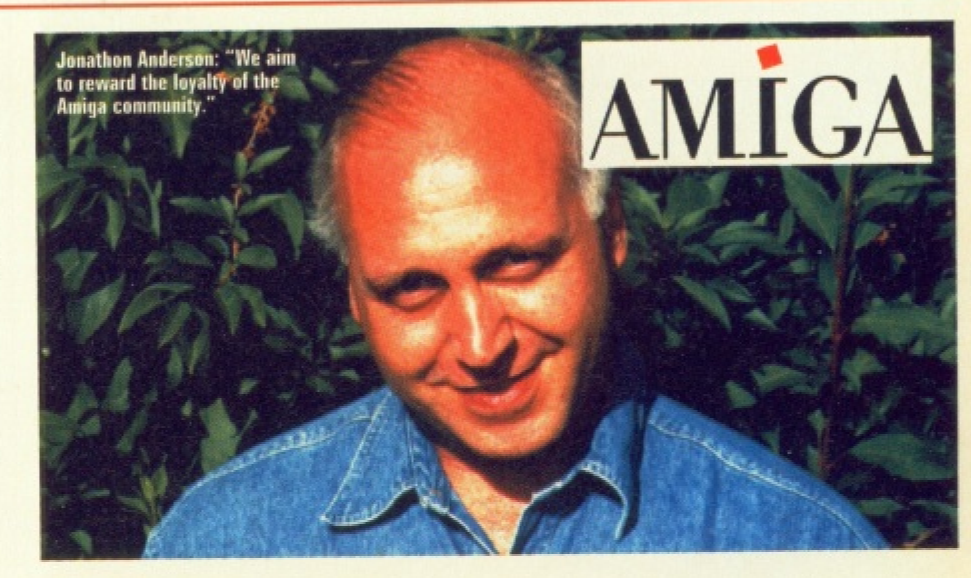
Due out in late January/early February, watch out for a review in the next issue. For more information on upgrades call Digita on 01395 270273. ■



▲ Digita leap from version 3.1r to version 5 due to to the inclusion of version 4SE.

Win a trip to the Amiga factory!

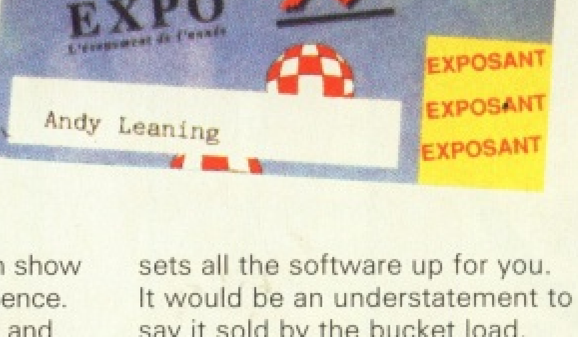
Amiga Technologies is planning a competition for 1996 which will see an Amiga user winging his or her way on an all expenses paid trip to the Solectron factory in Bordeaux, France next Christmas. The competition will have two categories, Graphics and Programming, and will be judged by Amiga Technologies themselves. AT boss Jonathon Anderson stated: "We want to encourage creativity in both areas among your readers and the general Amiga community. There are a lot of talented people out there and we aim to reward this talent and the loyalty of the Amiga community". Although the competition will be run throughout 1996 with the winners announced at the end of the year, there will be regular judging and specific bimonthly prizes too. We'll have more information and an entry form in the next month or so. ■



Jonathon Anderson: "We aim to reward the loyalty of the Amiga community."

Amiga Expo

The Paris Amiga show



The Palis de Congress in Paris, is a large exhibition centre and hotel, and on a cold, damp, foggy, strike-bound weekend in December it was home to the Amiga Expo (writes Andy Leaning).

This show was organised by a group of French dealers, developers and distributors who thought the time was right for a showcase Amiga event.

Being the first Amiga show in France for two years it was bound to be popular but even so most exhibitors were surprised by the crowds of eager Amiga users who turned up. There were still queues of people waiting to get in late into the afternoon of the first day.

Although small by UK standards, this was partly due to an all-out strike by the civil service in France which disabled all public transport making it a nightmare for many people to get to the show. But almost everyone agreed that if it hadn't been for the strike there wouldn't have been enough space in the hall anyway. The crowds who did attend were hungry for news, information and products. Most exhibitors did a lot of business with several products selling like the proverbial hotcakes.

In particular A1200s, CD-ROM drives, **HiSoft**'s Squirrel, Directory Opus 5 and CD discs sold in large numbers. If there's one obvious message that came out of the show it's that CD-ROM has definitely arrived on the Amiga.

Although it was a French show there was a strong UK presence. Paul Ralph from **Almathera** and David Link from HiSoft attending the show and **Wizard Developments** and **Gasteiner** waving the British flag from their stands. Wizard did very well, with their new stylish Black 560dpi mouse obviously appealing to the style conscious French.

Amiga Technologies were also there, waving the corporate flag. Posters were dotted around the hall proclaiming the "Amiga: Back for the Future" while on their stand they had numerous A1200s and the odd A4000T strutting their stuff. At the front of the stand was an A4000T linked up to a large TV playing MPEG video – courtesy of **Pegger+**, a display that attracted large crowds. One thing that struck me is that the French Amiga community seems approximately half way between the English and German markets in its use of the Amiga. While Germany is well known for its high end technical Amiga market and the UK is more low key (lots of A1200s running games for example) the French used expensive systems with low end software. Walking around the show there were far more A4000Ts to be seen than other models, and these were for the most part equipped with fairly expensive peripherals – CD-ROM drives, large monitors, and Syquest drives being almost common but in general they were running low key software – *Adorage* etc. *LightWave* and the like were notable by their absence.

Elsewhere, **Cuda** and **Adept** shared the biggest stand of the show to demonstrate and sell several new products. Of these the biggest selling was an Internet application collection on CD. This contains everything you could want to surf the Internet on your Amiga, complete with an easy installer that sets all the software up for you. It would be an understatement to say it sold by the bucket load. Currently, this is available only in French, but several UK firms are discussing availability and translation – definitely a case of watch this space.

Another interesting stand was that of **AmigaTel**. The French have a teletex system called **Mintel**. Unlike teletex however Mintel is a far more elaborate affair, with a keyboard entry system allowing users to buy over it as well as look up information. It has replaced paper telephone directories in many French homes. AmigaTel were showing a hardware/software combination that allows Amiga users to log onto Mintel and download files from it – currently there are some 500-600 PD and shareware programs available, a number that is apparently growing rapidly.

There were plenty of other stands which I don't have room to mention here. Amiga DTP was very strong with no less than three different firms all showing just what it's capable of in the right hands. The traditional Amiga video market was also well supported, with **VillageTronic** showing off Picasso and numerous other smaller company's putting genlocking and video titling applications through their paces in front of eager crowds.

Overall most visitors and exhibitors seemed pleased with this first show in two years. The organisers were already discussing another show within a year by the time I left. The strongest signal I got from this show was that although the French Amiga market is small it's very much alive, very hungry for new products and very excited by the Amiga relaunch.

It was a successful show and following on form the massive success of the Computer '95 weekend in Cologne it can only bode well for the UK show, which, we believe, has been put back again to April – coinciding with Easter. ■



▲ The Paris Amiga show proved that there is still plenty of life left in the Amiga market.

▲ The success of the show was evident when the organisers were discussing another show within a year.

The Stateside Column

By: Jason Compton

Well, they made it. AT had machines in time for Christmas in Europe and the United States. We didn't get any of the new AT A1200 units, though, because none have been manufactured for NTSC standards yet. Instead, we're getting fresh new Amiga 4000 Tower units, 040-based and sporting the same software set A1200HD users enjoy. By mid-December, though, the quantity of machines sold was still less than 1,000. A number of users just don't seem ready to shell out the US$2,700 street price for one of these machines, despite it being the most powerful Amiga computer ever shipped.

The Amiga Atlanta User Group's 10th Anniversary banquet looks like it will be drawing a number of celebrities, including Petro Tyschtschenko and Gilles Bourdin of AT and the hosts of computer programs on CNN and PBS. Amiga users from across the nation are signing up for this landmark event and the organisers are courting Amiga companies across the continent for sponsorship roles.

On the domestic distribution front, it seems clear that Soft-Logik's partnership with Digita will form a distinct set of competing camps for the Amiga business application market. While Soft-Logik's *PageStream* application may have indirectly competed with Softwood's *Final Writer* program, Digita's *Wordworth* now directly challenges the Softwood flagship. *Datastore* will face off against *Final Data*. In the spreadsheet arena Fred Fish's Amiga Library Services will retain North American rights to *FinalCalc*. The *Personal Paint* publishing contract, also acquired by Digita should increase the visibility of this elegant paint and image manipulation package in the States as well as enhancing Soft-Logik and Digita's reputations for providing full suites of capable applications.

Finally, a new Canadian company's game looks like it may re-establish North America as a viable land for game titles. They're called Click Boom and are lead by Amiga programmer Alexander Petrovic and their project Capital Punishment is previewed on page 43.

Silica Rescued

Long-time Amiga distributor and retailer Silica, recently reported to be in financial trouble, has been bought by a company called Anglo Corporation, owned by businessmen David Gosling and Stuart Tidy. The buyout cost was £5M in total. Partner David Gosling's other business interests include the NCP car parks and Silica's existing expertise is being retained in the form of two of the original directors, Tony Deane and Mike West.

Although some sources claimed that the takeover would mean a reduction on the Amiga side of the business, Jonathon Anderson of Amiga Technologies was quick to discount these claims: "Silica and Amiga have always had a good and profitable relationship, and I can tell you now that this will continue" he said. Jonathon himself was previously employed at Silica, where he organised the launch of their first software bundle packs, before moving to Commodore.

They have announced that all existing warranties and orders will be met, despite the takeover. Both their mail order (Silica are regular advertisers in CU Amiga Magazine) and retail outlets and their concessions in department stores will continue trading as normal.■



▲ The Silica Magic pack includes extra software for your money. All existing warranties will be honoured.

Sim Tower

Maxis, masters of the Sim are currently investigating the possibility of producing *Sim Tower* and one other unspecified game for the Amiga. Despite an embargo on Amiga products since last year's *Sim City 2000*, they now feel that the market might still be there and have been discussing releases next year. Amiga Technologies confirmed that Maxis had been talking to them, but declined to say anything else. Acclaim are also reported to be examining some comeback products for the Amiga, the first of which is a publishing deal for Domark's *Championship Manager 2*.■



▲ The PC version of Sim Tower.

Term author to boost OS development

With Amiga Technologies' decision to base future operating system development in house, they've been on the lookout for new staff to add to their expertise, though no significant increases have been authorised. Thus the announcement of the appointment of Olaf Barthel, the author of the PD modem communications package *Term*, onto the operating system programming team is welcome. Having shown great commitment to the Amiga market by revising his freeware *Term* for years with regular updates, he would seem ideal to join the team. Perhaps they should continue to approach fellow German Amiga developers such as *ShapeShifter*'s legendary Christian Bauer and *Magic User Interface*'s Stefan Stuntz? If they can keep up the trend, Amiga Technologies look set to gather together an extremely experienced programming team which should bring us wonderful things in the future.

Hi-Res Epson Driver

Great news for users of the Epson Stylus colour printer. Eyetech have produced a 24-bit, near picture quality printer driver for their machine. They sent us a demo printout using the driver, called Endicor, and it was superb. The initial reaction here in the office was that it was produced using a much more expensive printer. The Stylus costs around £400, but with Endicor it produces the sort of results you would expect from something nearer the £1000 mark.

Expect a full review of the Endicor 24-bit driver in next month's CU Amiga Magazine. It costs £34.95 and is available from Eyetech on 01642 713 185.■



New Pen Mouse



Golden Image have unveiled a new version of their Pen Mouse for the Amiga. Held like a normal pen, it has a ball at the tip and features 250 dpi resolution. This mouse would be of most use to Amiga artists that need a more genuine feel when painting in their favourite package. The jury is out on whether it succeeds though, with the relatively low dpi resolution. Look out for a review next month. Golden Image can be reached on 0181 900 9291.■

ICPUG Southeast

The Independent Commodore Product Users Group are planning a Q&A session in February. It will take place in Biggin Hill, Kent, is being organised by ICPUG South East and will include on its panel Jolyan Ralph from developers Almathera and other experts on the Amiga, graphics and the Internet. For more information contact John Bickerstaff at 45 Brookscroft, Linton Glade, Croyden, CR0 9NA. Tel: 0181 651 5436.■

Matt Broughton's



Games in view

The Amiga's gaming future may be as glistening bright as could be but that doesn't stop our bold investigator from sticking his nose where it doesn't belong.

It makes a nice change to be able to start with some good news, this time from Amiga-loyal **Grandslam**, where their massive adventure/fantasy RPG **Seventh Sword of Mendor** is back in production having been left on the back burner while **Escom** sorted themselves out.

Unfortunately, delays are possible (he said in his best British Rail announcer's voice) due to overhead cable problems... er, sorry, thanks to some problems with the CD-ROM version that have had to take precedence over the Amiga project.

The Grandslammers are, however, still confident of an Amiga release for the first quarter of 1996. The end product will be hard drive only because the game is currently sitting on nine disks, 'thanks' to the likes of extra music and speech.

As for any future Amiga products, well ... it's hard to say. Grandslam's main problem has been finding distributors to take on the Amiga products, and while the likes of Beatties are happy to deal with Amiga, they're not on the Gallup roster, so things (shall we say) are slightly less than perfect. That said, Grandslam are still remaining open-minded as far as Amiga projects go, although they have reported a distinct drop in the quality of submissions they've been receiving. They reckon that this is simply because there isn't enough encouragement for the market to succeed.

Still, though Grandslam are spending more time with their InterNet work (they run a **Cybersports Fantasy League** site) they will hopefully be announcing a new Amiga release for next year, but I can't really say much more right now (very hush, hush until contracts are signed you understand.) All I can say, is that it is a game we've seen about before, and it looks pretty darn juicy, so keep 'em peeled.

New comers, **Effigy Software**, are a company facing a similar scene, where the possibility of projects beyond their first release, **Pinball Prelude** (see review elsewhere this issue) relies completely on how sales go.

Ian Jenkins is the main man at the year-old, Lincolnshire-based company, and reckons that there needs to be a much stronger Amiga games market before they'll risk any more releases. As far as drawing board projects go, there are plans to have a non-AGA version of Pinball Prelude for the new year, along with a new game that, while having no title as yet, is a sort of spoof detective adventure. Looking like it'll squeeze onto something like five or six disks, it boasts a number of scenarios, along with multiple paths to success and failure.

Ian considers 5,000 units to be the sort of sales they'll need to convince him that Amiga products are financially viable, but that said, even if they do decide to go ahead with more Amiga games, we aren't likely to see anything before Christmas of next year.

Another factor affecting games developers (especially for Ian, who was the man behind **Virgin's Apocalypse** – where he feels he was let down by weak distribution) is the problem of finding and organising decent distribution for the products. Apparently, there are so few distributors still involved in the Amiga market, Ian has had to take control of all his own production and distribution just to make things worthwhile! In his attempt to keep the ball rolling, Ian is also in contact with other developers, as well as trying to get hold of an old **Psygnosis** title of his that was shelved when the great **Sony** stepped in to take over. A man who means business, and certainly a name to look out for in the future I feel.

Soundscape Multimedia is a company almost accidentally finding themselves involved in the Amiga games scene, having eaten up the company formerly known as **Rasputin Software**. Soundscape are primarily a multimedia education company, but following the acquisition of the aforementioned Rasputers (who you may remember were behind **Jet Strike, Clockwiser,** and **Base Jumpers**) are now offering these three games at the bargain price of £9.95.

Though Base Jumpers was pretty arse, both Clockwiser and particularly Jet Strike are fairly interesting and might be worth a butchers.

Should you be interested you can contact Soundscape on 01689 602123. As for whether they'll be involved in future Amiga releases, well, it's all down to whether they actually receive anything of a high enough quality.

And that would appear to be that. It's a shame if one of the main reasons people are abandoning the machine is because there are so few places left to sell their wares, and we can only hope that more companies take charge of the situation themselves.

Anyway, enjoy the HMV charts (I know I do) and I'll catch you next time round. Be seeing you folks ... ■

Matt Broughton



▲ Pinball Prelude: new boy about town Effigy Software's first release. And it looks good.

HMV CHART...
Amiga Top Games

No	TITLE	PUBLISHER
1	Worms	Ocean
2	Alien Breed 3D	Ocean
3	Player Manager 2	Virgin
4	Sensible World of Soccer	Virgin
5	Ultimate Soccer Manager	Sierra
6	Lion King	Virgin
7	Monkey Island 2: Le Chuck	US Gold
8	Super Skidmarks	Guildhall
9	Fantasy Manager 95/96	Hit Squad
10	Football Glory	Beau Jolly

560DPI 3 BUTTON MICE & MATS

for all Amigas & Atari STs

BEIGE £12.99

BLACK £14.99

MOUSE MAT £2.99 OR £1 IF BOUGHT WITH A MOUSE

2 YEAR WARRANTY



MONEY BACK GUARANTEE

FREE UK DELIVERY

NEW!

- Ultra Smooth 560dpi
- Micro Switched Buttons
- Amiga/Atari ST Switchable
- 2 Year Warranty
- All 3 Buttons can be used on many programs such a Opus 5



2 YEAR WARRANTY

£19.99

FREE UK DELIVERY

MONEY BACK GUARANTEE

NEW!

SOCCER MOUSE

for all Amigas

For all you FOOTBALL FANS, this is the ideal mouse for you!

- High Resolution 400dpi
- Micro Switched Buttons
- 2 Year Warranty

EASY LEDGERS 2

FREE UK DELIVERY

Intergrated Accounting Software for all Amigas



A new generation of Professional Accounting software for the Amiga. EasyLedger 2 has several key areas as follows.

Ledger - General Ledger with optional account numbers. Post receipts, payments and journal entries. Reports include journals, audit trail, trial balance & account histories. Cashbook, Profit & Loss Statement, Balance Sheet & Company Performance Ratios. Password to maintain privacy.

Sales - Use open item or balance forward methods. Invoice printing with automatic pricing, VAT calculation, discounts & totalling, manual overrides. Enter hand-written invoices, credits, receipts & journal adjustments. Produces statements, address labels, sales analysis, aged balance lists, etc. Fully integrated with Ledger & Inventory.

Purchase - Use open item balance forward accounting methods. Enter supplier invoices, credits, payments & journal adjustments. Produces remittances, address labels, aged balance lists, transaction histories, etc. Fully integrated with Ledger & Inventory.

Inventory - Stock Control & Price Book. Handles three price scales with auto price changing. Entry of stocktake results & goods in/out movements. Full integration with other books. Reports include price lists, re-ordering report, sales & valuation, movement history, etc.

Job Costing - For Estimating & Quotation. Suites a wide range of invoicing needs for service industries. Invoice the charges on a 'job card', Allows 32 staff at different charging rates. Transfers goods directly from Inventory & fully integrated with Creditor and Ledger.

FOR A LIMITED PERIOD YOU CAN BUY EASY LEDGERS 2 AT THIS NEW LOW PRICE (was £199.99) ON A 28 DAY TRIAL PERIOD - CALL FOR MORE DETAILS

£119.99

2Mb RAM & Hard Disk Required

IMAGE FX 2.1

The Complete Image Processing Solution for all Amigas

No other image processing package on the Amiga gives you everything you need, from precise colour correction tools to fantastic special effects that boggle the mind! Whether you are a print artist or a video magician, ImageFX is simply the fastest, the best, and the most complete image processing solution you will find on the Amiga.



FREE UK DELIVERY

System Performance

The easiest to use and most powerful interface, thumbnail image loader lets you see your image before loading it, built in Virtual Memory allows work on images nearly any size, unlimited multi-level true UNDO, thumbnail image previewing shows effect before using it, multiple image buffers and brushes, precise region controls can restrict work to just part of an image, unequalled Arexx support for macros and programming, user definable macro keys and menus, built in Macro/Arexx script recording, two powerful batch processing systems: IMP and AutoFX & visual thumbnail image cataloguing system.



AMIGA GOLD FORMAT

£149.99

2Mb RAM & Hard Disk Required

GP FAX

Fax Software Solution for all Amigas with a Modem

Send & Receive Faxes from your Amiga via your Modem. You can even print from you favourite application to your Fax Device! Amiga Computing - 9/10

FREE UK DELIVERY



£44.99

Fax Compatible Modem Required

ALSO AVAILABLE

10 Disks - 2S/2D, High Quality with Coloured Labels	£4.99
50 Disks - 2S/2D, High Quality with Coloured Labels	£19.99
A500 512k RAM Upgrade	£19.99
A500 Plus 1mb RAM Upgrade	£29.99
A600 1mb RAM Upgrade	£29.99

2 YEAR WARRANTY

FREE UK DELIVERY

MONEY BACK GUARANTEE

ORDER HOTLINE

01322-272908

BETWEEN 9AM AND 6PM, MONDAY TO FRIDAY, TO PAY BY CREDIT CARD. TO PAY BY CHEQUE OR POSTAL ORDER PLEASE RETURN THE ORDER FORM BELOW TO -

WIZARD DEVELOPMENTS, PO BOX 490, DARTFORD, KENT, DA1 2UH





CONTACT US ON *INTERNET*
SALES@WIZARD-D.DEMON.CO.UK

Order Item	Price

Name ______________________

Address ______________________

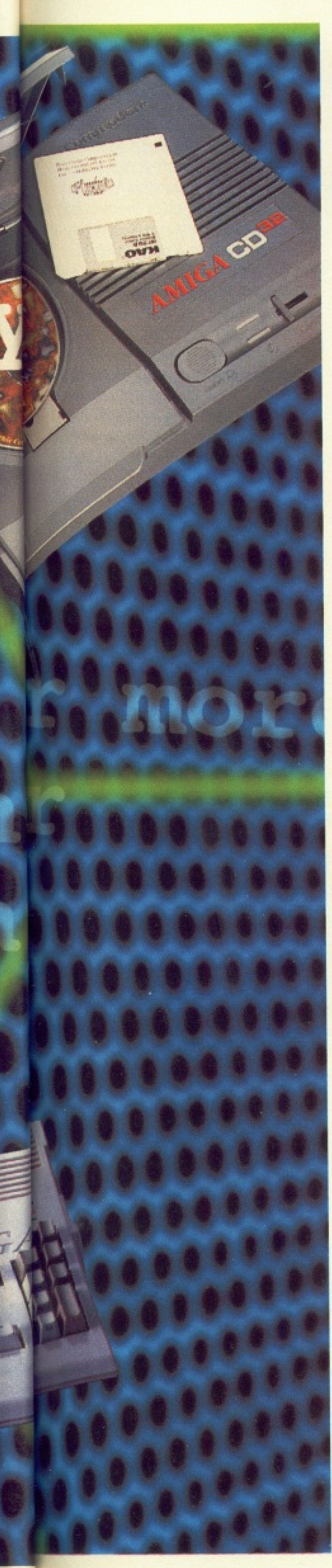
Post Code ____________ Phone No. ____________

CHEQUES SHOULD BE MADE PAYABLE TO WIZARD DEVELOPMENTS.

Prices include VAT & carriage to the UK mainland. Please add £5 to your order for EC destinations and £10 for other countries. All products are is subject to availability. E&OE. Advertised prices & specification may change without notice.


AmiLink · ParNET · Envo
· Serial Linking
· Networking
· Productivity

Helen Danby



Serial Killer

Networking Amigas

Make all the right connections with our comprehensive guide to all you need to know about linking two or more Amigas together. There's endless amounts of fun to be had once you do: two player Alien Breed is just one of the reasons why you'll thank your lucky stars you learnt how to link up.

Many Amiga users have been with the platform since the first generation of machines, upgrading to later models of Amiga when they came out. Unlike other platforms, those first generation Amigas are still useful in their own right. Many a Kickstart 1.3 A500 can be put to good use if you know how. The trick is to add their capabilities onto your main machine so everything can be used and controlled from your main working Amiga. Whether this means sharing hard drives, doubling up audio channels, playing games or shovelling files to another Amiga for time-intensive processing of any kind, there are stacks of example scenarios in which networking two or more Amigas can improve your quality of life.

The most common resource that another machine can provide is that of storage. For example; A570 CD drives for the A500 can still be obtained at a ridiculously low price, so coupling that with your old dust gathering A500 and then 'networking' it to your A1200 will bring cheap CD-ROM access to the A1200. Networking need not be a one way road either. If you had two or more Amigas in a 'working' environment (as we do in the CU Amiga Magazine office), then they can be networked to share files both ways. In our particular setup for example, Mat can access the CD-ROM drive connected to Tony's A1200, while Tony is free to use Mat's larger hard drive as a temporary dumping ground for all his incoming E-Mail. One user can even run complete software packages directly from the other user's hard drive, and unlike similar systems on other platforms, this can all happen with no noticeable performance loss from the 'source' computer. This can obviously be a very beneficial arrangement.

Choice of three

There are three main ways to network your Amigas together: serial networks, parallel networks and TCP/IP networks. TSerial is the slowest method, TCP/IP the fastest, and the parallel solution is somewhere between the two. Speed is an important feature in any networking solution but it comes at the price of complexity and expense. Different uses call for different network systems. Simple infrequent usage of a CD-ROM drive would be possible with a serial network. Heavy usage and/or swopping files from a hard drive will be more suited to a parallel network. Sharing hard drives between many machines where speed is a serious consideration means that Ethernet is the way to go. Let's look at what's involved with each in turn.

CD32 link up

When we cover mounted an Aminet CD-ROM on our November 95 issue, many readers hooked up a CD32 to their main Amiga to access the data. While the CD32 has not turned out to be the world-dominating games console success that we had hoped for, it's still a perfectly usable CD-ROM drive. Your Amiga can gain access to it with the correct equipment and software. Unfortunately, Commodore in their not-so-infinite wisdom, decided to fit the console with very few useful in/out ports except for the keyboard socket, which happens to be the CD32's serial port. So, what's needed is a special serial cable to connect this socket on the CD32 to the serial port on the host Amiga. You'll also need to run some networking software on both Amigas. Naturally since the CD32 has no floppy drive, its software will have to be on CD.

Weird Science have come to



the rescue with a special networking CD package called *Networking 2*. When this CD is booted from the CD32, it waits for further instructions from the host Amiga. The package also comes with a floppy disk containing the vital software to load onto the host Amiga.

Fortunately this system uses its own serial settings which means that a rate of 57,600 baud can be used or even 115,200 baud, although this has been known to cause errors during transfer. This differs from the earlier networking software used for CD32 connection which used the Workbench serial preferences set to the highest rate of 32,500 baud.

The Amiga's internal serial port is sadly deficient in that it only has a single byte buffer. This means that high serial speeds can't be attempted if the CPU is constantly being interrupted by running other tasks. However, 115,200 baud should work fine if you are just copying files from the CD32 to your main Amiga. There's a file manager program provided in the *Networking 2* package for just this job. Serial networking will always be slow but if you only want to browse through CDs and you don't mind a little waiting around then it's an easy and cheap solution.

Networked Breed

Serial networks can also be used on all other types of Amiga. The cable (known as a null-modem cable) is amazingly easy to construct and even easier to buy ready-made. There are two common varieties. The first is a '3 wire' cable which is suitable for serial link-up games and low-speed networking. The other is the more complex '7 wire' cable which can be used for games and high speed (for serial) networking. If you're buying a cable especially for networking, it couldn't hurt to make sure that you are getting a real 7 wire cable and not the slightly cheaper 3 wire variety.

The bonus is that when you've finished up swopping files between your machines you can have a quick networked game of *Alien Breed 3D* without shifting a cable.

Once you have a serial cable in place you can choose one of two ways to transfer your files. The easiest method is to load up a standard communications terminal package, normally used with modems to call BBSes and the like. A copy of this running on both machines is needed. Select a Z-Modem 'send' on the source machine, pick the files you want to send from the file requester and away you go – they should all be sent directly over to the other machine via the Z-Modem protocol. The bonus of this method is that the transfers will be checked for errors by the terminal package's special Z-Modem protocol and any error will be re-sent until that portion of the file is received. For this reason, it's possible to select a very high serial rate on the terminal package as any occasional errors will be re-transmitted. *NComm* is one example of an easy to use terminal package that'll perform this job nicely.

However, if two machines are to share their devices without the aid of manually sending files, some proper networking software is required. The most common is know as *SerNET*, developed by the Software Distillery many years ago but has unfortunately not seen any updates since then and possesses quite a few bugs. Another PD/Shareware package going by the name of *Pronet* has seen much better development. The drawback is that it doesn't support simple 3 wire serial cables which means it's unsuitable for CD32 use. It does, however, function very well with a 7 wire cable. All this software is quite difficult to set up, requiring editing of text file configurations but *Pronet* is by far the better of the two with fairly comprehensive AmigaGuide documentation and example config files.

Parallel networks

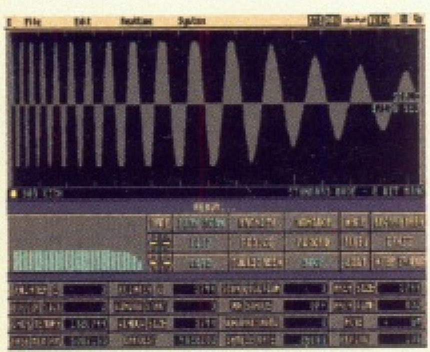
The networking method that we recommend for most situations is generally known as *ParNET*. The makes use of the Amiga's parallel port which is capable of moving data at a far higher speed than the serial networking method. The main reason for this is that 8 bits are shifted in parallel, hence the name of the port, whereas serial

Musical chain gang

Musicians have plenty to gain from chaining Amigas together. The Amiga's audio hardware is just about the only component that hasn't been upgraded since the first Amiga 1000 a decade ago. However, by combining the power of two, three or more Amigas you can drastically improve your musical options. Here are some ideas.

Daisy chain

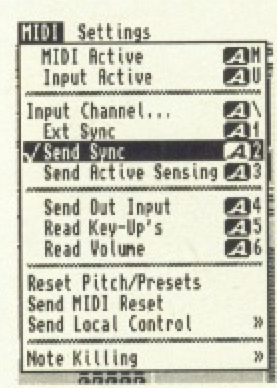
One of the best ways of expanding your music setup is to add some MIDI equipment. You can pick up a MIDI interface for around £20 from number of advertisers in this magazine, and this will allow your Amiga to record from and control any modern electronic musical instrument. MIDI interfaces are fairly simple things and there's little to choose between different models. However, it's a definite advantage to get an interface with as many MIDI Out ports as possible. It's possible to 'daisy chain' a number of MIDI instruments together in series, but to avoid timing delays it's best to give each instrument its own direct feed from the MIDI interface, hence the advantage of a number of MIDI Out ports.

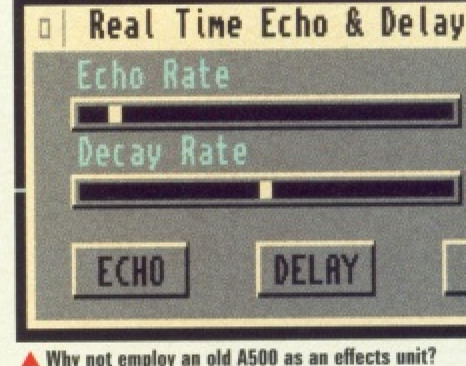


▲ With Technosound your 'spare' Amiga can become an extra MIDI sample module.

Extra sampler

If you already have a MIDI music set-up, whether it's based around an Amiga or any other computer, you can always put a second Amiga to good use as a MIDI-controlled four channel sample replay unit. With software such as *Technosound Turbo II Pro*, you can connect the second Amiga to your sequencing computer via a MIDI interface, load in a few samples and tell the second Amiga to act as a MIDI module. You can then trigger these samples from your sequencer running on the other computer.





▲ Why not employ an old A500 as an effects unit?

For effect

Prices of dedicated effects processor units are falling all the time, but if your requirements aren't too grand, it's worth employing an Amiga for the job of adding echo, reverb and various other effects to your music. There are many programs that offer real-time effects processing, such as *AudioMaster IV*, *DVerb* and *TREG* from recent CU Amiga Magazine cover disks, as well as most sampling packages such as *Technosound*, *MegaloSound*, *Aura* and *Audition 4*.

Strictly speaking this isn't actually networking, as the only connection between the 'second' Amiga and your sound source is an audio cable. However, it is nonetheless a very worthwhile use for a redundant Amiga, and any old A500 will do the job.

Seeing double

Synchronising two Amigas running *OctaMED*! It's very easy to do and it expands your overall sample channels to eight (without degrading the sound quality). *OctaMED* needs to be running on both Amigas and they must be connected to each other through a couple of MIDI interfaces. The Send Sync option should be set on one machine, and Ext Sync set on the other. When Play is selected on the first Amiga, the second Amiga will automatically start playing too. Or you can synchronise them by hand if you trust your timing better than that of your Amigas.

interfaces move one bit at a time down a single line. Around about 50K per second can be pushed through the parallel port without any trouble. The *ParNET* cable itself is a special Amiga specific cable which is fairly complex compared to a serial cable. Luckily it can be bought cheaply from various Amiga retailers.

Once again, the Software Distillery came up with the *ParNET* system originally, though the bad news is that development was ceased several years ago. The good news is that there are newer PD/shareware parallel networking packages available that use the same cable. After a great deal of experimentation networking our Amigas in the office with various systems, we came to a few conclusions about which work best.

First of all, the original *ParNET* system contains a few bugs and is unnecessarily slow. An Italian gentleman by the name of Luca Spada replaced the *ParNET* device driver with a hand-optimised assembler coded variant which features a considerably higher transfer speed. It's a drop-in replacement for the *ParNET*.device provided in the original package. This still doesn't fix the bugs in the network file system, but help is at hand with a new system called *ParNFS*, which has the advantage of being easier to set up. These two combined give a network that offers high performance and reliability. We found this set-up to be the best for our use.

Pronet

There is another system that we tried which initially showed a great deal of promise. *Pronet* is notable for its speed which exceeds the optimised *ParNET* device and ParNFS combination. What's more, it's a completely integrated package that has the network file system and device drivers built-in. It even supports 7 wire serial cables as mentioned earlier. Without a doubt, *Pronet* would be the way to go for networking two Amigas together if it wasn't for one serious problem: stability. *Pronet* seemed to be a little keen on crashing and if one machine crashed or reset everything went down the tubes. A reboot and re-run of the software servers hardly ever brought the networking back up. Still, if resetting both machines at the same time isn't a major problem, *Pronet* is definitely worth a look. *Pronet* also seems to be under active development with new versions being uploaded to the Internet Aminet archives on a regular basis. Perhaps soon it'll get the problems ironed out to become the best parallel networking package.

PC to Amiga?

ParNET type methods have the drawback of only being able to connect Amigas to Amigas. However one new commercial product has come along to change all that. Link-It from Zero Gravity, has a simple directory utility style interface but is capable of transferring data between the PC and the Amiga, as well as a pair of Amigas. Because of this it comes in two versions, one for the Amiga and the other to run under the PC's Windoze. It's quite easy to set up and definitely worth considering if this is what you need. Call them on 0181 402 5770 for more information.

You'll find some of the software mentioned here on cover disk 127 with this issue. Beside this month's XTR game demo disk, there's a directory called NetWorking. Three LZX archives are included containing MagPLIP, ParNFS and ProNet. There's also a readme text file which explains exactly how to decompress the archives. UnLZX is included on the disk and all decompression will have to be performed in the AmigaDOS shell manually.

IP networking

There is another method of networking which is more common at the office than the home but well worth consideration all the same. This involves using special IP (Internet Protocol) networking software such as *AmiTCP* or the excellent commercial networking package *Envoy*. These packages, on the Amiga, support a special standard called SANA-II. The beauty of this system is that if you have some kind of networking hardware and a SANA-II driver, the software can use that networking hardware even though it wasn't designed for it. The single most common use for a SANA-II driver is CSLIP or Compressed Serial Link Internet Protocol. This driver is most often used by Amiga users to network their Amiga to the Internet rather than another Amiga (thought the Internet has thousands of other Amigas on it). *AmiTCP* is most usually used for this purpose and it's worth checking out the Wired World tutorial in previous editions of CU Amiga Magazine for more information.

The odd man out

There's one networking solution that refuses to be categorised into the main areas covered here. The AmiLink system, as reviewed in CU Amiga Magazine last month, is a multi-machine network that comes with two different suites of networking software. Its own AmigaLink (which runs on 1.3 machines unlike Envoy) and Envoy. What's different about AmiLink is that it uses the disk drive port of the Amiga for the hardware. Using standard Ethernet type cabling, up to 200 or so machines can be connected and without tying up the parallel port. Another bonus is that because the Direct Memory Access (DMA) disk drive circuitry is used, very little CPU time is consumed during transfer which is a serious limitation with all parallel networking solutions we have seen.

AmiLink would be suitable for user clubs, schools and other groups but the cost is unfortunately quite high for hobbyists and there's no UK distributor at this time. Users interested in this type of network should check out last months review and perhaps call AmiTrix for themselves in Canada on +1-403 929 6459.

AmiTCP can also be used to network local Amigas together with a null-modem cable and the CSLIP driver, though in practice this is even slower than a dedicated serial network. Less well known is the fact that there's a SANA-II driver for a parallel cable. This type of cable is know as a PLIP or Parallel Link Internet Protocol cable and it's a different make-up than the bog-standard Parnet cable. Such a driver used with *AmiTCP* would again form the basis of a local network, though the use of *AmiTCP* increases the complexity to impractical levels. A better package to use for such a task is *Envoy*. Designed specifically for networking local machines, it makes the PD/Shareware dedicated serial and parallel solutions look like toys. For details on how to make the cable, refer to the documentation in the magPLIP driver archive on on the CU 127 coverdisk in the NetWorking dir.

Sharing the net

One very useful application for using an IP network is that it's possible to have all machines in the network access the Internet if only one of them is physically connected. Such a system is difficult to implement and it requires a great deal of manual reading and software configuration, but it does work. So much so that it's possible to have several machines browsing the WWW and chatting on the Internet Relay Chat (IRC) all at the same time, though of course, the speed will be limited by the host Amiga's connection to the Internet. Internet cafes use this kind of system. This aspect will be covered in a future CU Amiga Magazine Wired World tutorial.

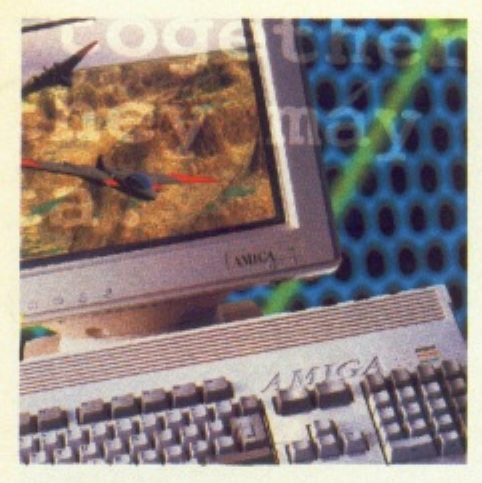
Envoy

Envoy does a few more things that *ParNET*, *Pronet* and *Sernet* can only aspire to. It has full file security and accounting. It's possible to let special users only have a certain access to your drives. Password protection and logging of activities is also on offer but perhaps of most use to hobbyists is that *Envoy* handles a loss of connection perfectly each time. Any machine could crash or be reset and *Envoy* will renegotiate the link when it is next available. *Envoy* used with a special PLIP parallel cable and the PD MagPLIP device forms a very stable and secure network which while slightly slower than dedicated parallel solutions, is a delight to use. We've put the MagPLIP SANA-II driver archive on the CU 127 coverdisk in the NetWorking directory.

Liana

A complete networking bundle known as *Liana* consists of a PLIP cable with *Envoy*. Developed by VillageTronic and distributed in the UK by Blittersoft, it is most certainly cheaper to create your own special PLIP cable and purchase *Envoy* independently (and get a later version than is supplied with *Liana*) but *Liana* may well be worthwhile as a





no-fuss working out of the box package with good printed documentation. VillageTronic's Ariadne Ethernet board also has a spare parallel port and is provided with a Liana compatible driver.

Ethernet

Out of the need to provide a very fast and cheap to cable networking method, a special standard in use on all platforms was born. Ethernet, as it's known, typically transfers data at the amazing rate of 10 MEGAbits per second and some even higher. If you have to ask, that's well over 1Mb every second. Ethernet is most usually implemented as a Zorro card for big box Amigas. These cards are usually bundled with *Envoy* and a special SANA-II driver for the card. Unfortunately they cost extortionate amount compared to Ethernet cards on the PC for example. This puts it out of the useful range for 99% of hobbyists with an example being VillageTronic's Ariadne Ethernet board rocking in at £220 for just the one.

The Ethernet card for the A1200, I-Card, runs from the PCMCIA slot and is even more expensive than a Zorro Ethernet card at £239. For those who have to file share to other platforms and when using a simple system like *Link-It!* isn't viable, Ethernet is pretty much the only way to go. The generic TCP/IP standard being something that even the PC and Macintosh can converse in too.

Well connected

The technicalities of getting each type of networking software is beyond the scope of this overview but suffice to say that TCP/IP methods get very complicated indeed. One of the authors of the *Envoy* networking package has written a book on the general topic of networking called Connect Your Amiga. It's a good reference guide for anyone thinking of going deeper into the topic. Users of the dedicated Amiga networking packages such as *ParNET* and Sernet, would be advised to print out the documentation that comes in the distribution archives. Most causes of problems with these networks are due to incorrectly set up configuration files and such forth. ■

Mat Bettinson, Tony Horgan

What, where and how much

Envoy 2.0b peer to peer networking package	£36.00+£2.50p&p
Connect your Amiga book by Dale Larson	£11.95 + £2.50 P&P
Fourth Level Developments	0117 985 4455
Liana parallel PLIP cable + Envoy pack	£64.95
Ariadne Ethernet + extra parallel Zorro card	£219.95
BlitterSoft	01908 261477
Amiganet Ethernet Zorro card	£239
I-Card PCMCIA Ethernet card for A1200	£239
White Knight Technology	01920 822 321
AmiLink 2.0 floppy disk drive networking system with connectors, terminators and 5 meters of cable.	US$299
AmiTrix Developments	+1 403 929 6459
CD32 networking cable + Network 2 CD and floppy	£39.95
ParNET cable	£9.99
Weird Science	0116 236 4932
CD32 connection kit III - Cable + Network 2 CD -	£34.99
Brian Fowler Computers	01392 499 755
ParNET cable + ParNET software Installer	£9.99
7 Wire Null-Modem cable	£9.99
Visage Computers	0115 964 2828
Link-It Amiga to PC serial/parallel networking software	£TBA
Anti Gravity Products Europe	0181 402 5770

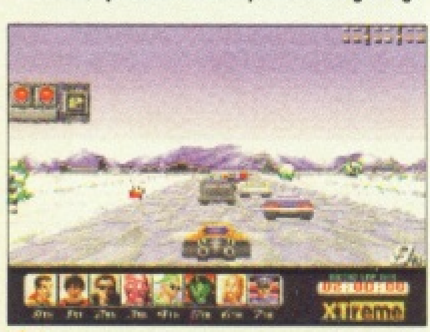
A spot of serial killing never did any harm did it?

If you're all connected up, why not spend some quality leisure time blowing up aliens and other creatures. Two of our top rated *'Doom'* clones are serial link compatible. *Alien Breed 3D* and *Gloom* are both due graphic updates in the next couple of months but even in their original form are well worth having for your network.

Gloom is ideal for two player side-by-side combat. If you and a mate are well into war games you can team up via a cable and go into battle together. Although there is a split screen two player mode, the advantage of using two machines is that it's both faster and you get a full screen each. If you fancy a bit of head to head action then *Alien Breed 3D* should be right up your street. In it you and another person are able to fight each other in a nasty, competitive environment, and still go to the pub later on with no animosity and lots of stories to tell.



▲ Gloom, spectacular side-by-side serial gaming.



▲ XTreme racing, "up to four players at a time".

Easy peesy

Games serial links need not be as complicated as those used for other applications, basically there's only three connection points needed for most, and you can get a decent length of cable from many sources for under £20. Companies like Grey-tronics who advertise in this magazine offer various lengths, and you should be able to get whatever you want from them. But if you're going to use your machine for productivity then you'll need a proper 7 wire serial link, which can be used for both purposes. It's worth remembering that if you are using a parallel link then you will NOT be able to play games using it. They are serial link only. It's also worth noting that if you get a really long cable these are prone to creating errors. Unless the cable is of a very high quality anything over 5 metres or so will start causing trouble. If you do want a really long cable, insist on high quality connectors and cable, it'll cost you, but end up worth it.

Lots more

Other games worth mentioning are, for flight sim fans, *Knights of the Sky*; for strategy fans *Populous* and for racing game fans you will not go far wrong with either *Super Skidmarks* or the forthcoming *XTreme Racing*, the cover disk on this very issue. Although you will notice that our demo has its serial link capacity disabled you will be able to play a four player race in the full game. This uses the split screen two player mode on both machines, and is fast and fun. *Super Skidmarks* goes even further, allowing you to play up to eight players, though the amount of screen space for each player becomes very, very small.



▲ Alien Breed 3D: kill a friend, then make up.

Get into network gaming: it's very rewarding. The competitive aspect of two or more players is vastly enhanced and with two machines operating instead of one, speed is guaranteed. Not all null modem games are stable via network and especially if you are networking with different Amigas you can expect some problems. Patience is sometimes required but the end result is always fun.

Contacts

Cables:
Grey-tronics ....(0181 686 9973)

Games:
Premier Mail Order ....(01268) 271172
Everglade ....(01667) 454933
Special Reserve ....(01279) 600204

CD-ROM







DUAL-SPEED **£179***

QUADSPEED **£249**

POWER CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

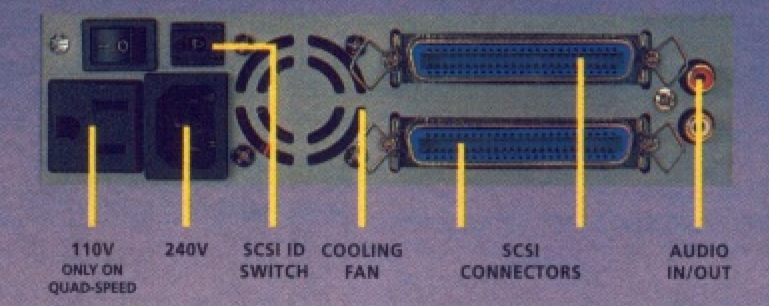
AMIGA 600/1200

X2 SPEED CD-ROM INC.SQUIRREL	£179
X4 SPEED CD-ROM INC.SQUIRREL	£249

AMIGA 4000

DUAL SPEED CD-ROM EXT.	£139
QUAD SPEED CD-ROM EXT.	£199
AMIGA 4000 SCSI-INTERFACE	£129
SCSI CABLE	£10

QUAD-SPEED



80-WATT **£54**

CD-ROM'S

AMINET SET 1 (4 CD'S)	£25
AMINETSET 2	£25
AMINET 5	£12
AMINET 6	£12
AMINET 7	£12
AMINET 8	£12
MEETING PEARLS 1	£10
MEETING PEARLS 2	£10
MEETING PEARLS 3	£10
AMIGA TOOLS 3	£25
XIPAINT V3.2	£35
CD-WRITE	£39
CD-BOOT 1.0	£29

*DUAL SPEED CD-ROM CASING DIFFERS FROM ONE SHOWN
SCSI INTERFACE REQUIRED FOR A4000

NOTICE

Power Computing Ltd no longer sell this product due to the lack of support for VCD and CD-i formats (i.e MPEG Films). This CD player will not play movies.



THE AMIGA IS BACK

A1200 PACK

2MB of RAM
3.5" Floppy Drive
2.5" 170MB HD Option
Wordsworth v4se
Digita Datastore v1.1
Digita Organiser v1.1
Turbo Calc v3.5
Photogenics v1.2se
Personal Paint v6.4
Workbench v3.1
Whizz 3D Game
Pinball Mania Game

2MB-NO HD **£389**

2MB+170MB HD **£489**

A4000 TOWER

6MB RAM
68040/25 or 68060/50
Workbench v3.1
AGA Chip Set
16.7 Million Colours
1.2GB SCSI Hard Drive
1.76MB Floppy Drive
2 x 3.5" Drive Bays

68040+1.2GB **£2199**

68060+1.2GB **£2499**

I-GLASSES **£579**

All prices include VAT

SCALA MM300 SOFTWARE
hard drive versions.
Does not include disks or manuals

AMIGA MONITOR **£289**



PCMCIA Smart Card Slot
32-bit 68020EC Processor
AGA Chipset
16.7 Million Colours
Built-In Modulator



Monitor not included with A4000T

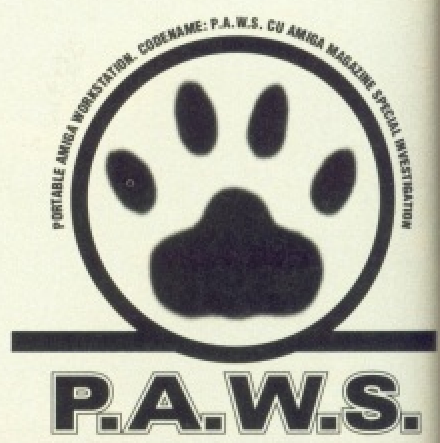
68040/25Mhz or 68060/50Mhz Processor
6MB RAM
1.2GB Hard Drive
1.76 Floppy Drive



Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS
FOR THE AMIGA
A1200
SPECIAL FX SYSTEM
NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!
ACTION REPLAY GIVES YOU THE POWER TO FREEZE ANY PROGRAM AND TAKE TOTAL CONTROL!
NEW Save the entire program in memory to disk or even hard disk. The saved program will reload and run from the point where it was frozen. Perfect to transfer disk games to hard drive to load in seconds!! *
NEW Game trainer feature gives you the power to find cheats within any game. Infinite LIVES, ENERGY, LEVELS etc. Ultimate GAME BUSTING POWER,
Screen Grabber option lets you freeze and save screen to disk. Pictures saved in IFF format suitable for all leading graphics packages.
NEW Powerful monitor functions give you all the tools to freeze and hack the program in memory. Full 68020 assembler/disassembler. Breakpoint & trace- single step commands Remember that ACTION REPLAY lets you view the program in it's frozen state- no other toolkit can offer this feature.
NEW Powerful hardware features custom logic and on-board scratch ram so No AMIGA MEMORY IS USED.
NEW Works with up to 8 megs of Amiga RAM!
NEW Very simple to install.. Just plug into A1200 trapdoor.
HARD DISK SUPPORT
A1200 ACTION REPLAY
£59.99 Amiga1200
Very simple to use - Just press the freeze button to take total control of the frozen program in memory.
TRANSFER YOUR DISK PROGRAMS TO HARD DRIVE!
*Works with most games.
DATEL DIRECT
Here at Datel we have been designing exciting computer peripherals for over 10 years.
By dealing direct with the manufacturer you can be sure we offer the latest products at the keenest prices.
Our sales and technical staff will be pleased to advise you and we will deliver your order to your door within days. Why not give us a try.
01782 744707
24hr Mail Order Hotline
Access
VISA
SWITCH
AMPLIFIED STEREO SPEAKERS
YOUR AMIGA HI-FI STEREO SOUND. WHY PLAY THIS THROUGH A SMALL TV SPEAKER WHEN YOU CAN HAVE FANTASTIC HEAD-BANGINGLY GLORIOUS ARCADE STEREO?
10 WATTS
£14.99
Logic 3
MAGNETICALLY SHIELDED
Blasts out 10 watts of power!
Clip onto your TV/ Monitor.
50 WATTS
£34.99
Logic 3
MAGNETICALLY SHIELDED
8 BIT SOUND SAMPLER
FULL 8 BIT SAMPLING AT A NEW LOW PRICE
Full 8 Bit Sound Sampling System. For A500/1500/2000/.
Fits into Printer Port.
Complete Hardware/Software package including Sound Sampler
8 BIT SOUNDSAMPLER
£19.99 Amiga 500/ 500PLUS Amiga 1500/2000
Competition PRO CD 32 JOYPAD
CD 32 JOYPAD £16.99
TURBO FIRE
SLOW MO & AUTOFIRE
8 WAY SUPERSWITCH.
AMIGA HYPERPAD
2 BUTTONS EACH WITH SPEED CONTROL
PERFECT FOR REAL ARCADE STYLE GAMES
AUTOFIRE SPEED SELECT
AMIGA HYPERPAD £12.99
INTERNAL MIDI CARD
FULL FEATURE MIDI INTERFACE
INTERNAL MIDI CARD FOR A2000 &1500
Full feature Midi Interface - Midi In, Midi Thru and Three Midi outsockets
Opto Isolated.
INTERNAL MIDI CARD
£19.99 Amiga 2000 &1500
REPLACEMENT DISK DRIVE
Top quality external 3.5".
Quiet operation.
Small footprint slimline design.
Built-in anti-click feature.
Daisy chainable via thru port.
No need for external PSU.
REPLACEMENT DISK DRIVE
£49.99 Direct Plug-in Replacement
3.5"INTERNAL FLOPPY DRIVE
NEW
Quality Chinon Mechanism .
Features special eject button.
Quiet operation.
Includes mounting pillars.
Comprehensive instruction manual.
INTERNAL DRIVE
Amiga 500/ 500PLUS £39.99
Amiga 600/ 1200 £49.99
AMIGA VIDEO INTERFACE
This Amiga video interface allows you to output S-VIDEO or COMPOSITE PAL from your Amiga.
Connects to Amiga monitor port. Thru connector allows standard Monitor to be connected simultaneously
Separate output gives S-VIDEO or COMPOSITE PAL output (please state which required)
Ideal for many video applications including titles etc.
Allows Amiga to be used with any SCART TV if you don't have an Amiga monitor
VIDEO INTERFACE
£34.99
5 NETWORKED PC's WITH OVER 10 GIGS OF DATA
ACTION LINE BBS
ACTION LINE is the biggest and best BBS yet! Over 10 GIGS of data. Loads of game cheats, PD, shareware, images,chat, adverts, Large AMIGA only section - Plus much, much more! All speeds to v32 FAST.
INSTANT DOWNLOAD NUMBER
0891 516353
No subscription- Just pay for the call*
8 lines
ACTION LINE BBS
*0891 calls cost 39p /min cheap rate, 49p at all other times
DEALER ORDERS WELCOME
CALL 01782 744707 and we will ship your order same day*
EXPORT ORDERS WELCOME
Please add £2.00 per order.*
For next day delivery add £5.00
For export orders we will quote shipping at cost via UPS.
ups
01782 744707
24hr Mail Order Hotline
FAX 01782 744292
* stock items * except where inclusive
DATEL DIRECT
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
01782 744707

Portable Amiga Workstation

It's the ideal small home computer, but with a separate power supply and the need for a monitor or TV it's hardly portable. But those crazy Yankies ...



As portable PCs get more and more powerful and attractive you might think that Commodore missed the boat: surely a portable Amiga would have been a mighty useful tool? Well you're not the only one and Silent Paw Products, an American company totally dedicated to the Amiga not only dreamed about it, they took up the cause and actually produced one.

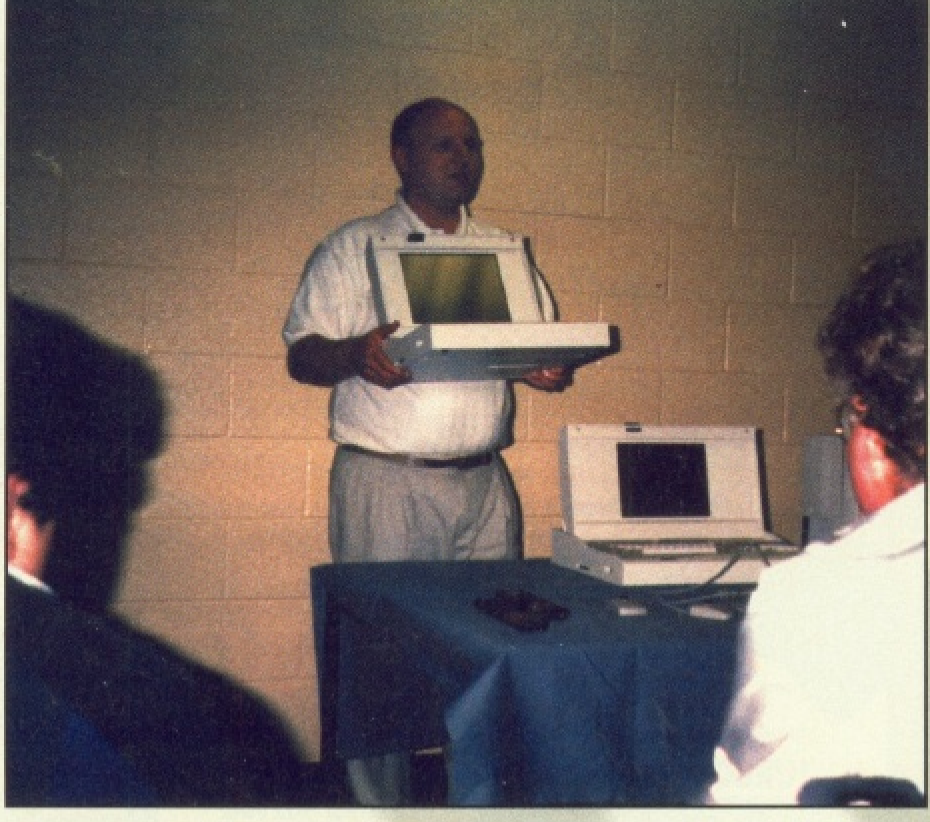
It couldn't be done ...

For years we have been told that an Amiga laptop was unfeasible because of the high power requirements of the custom chips that the Amiga relies upon and the difficulty in making a LCD display conform to the Amiga's scan rates. Commodore never endeavoured to design an Amiga laptop, believing that there was not sufficient demand for one to warrant the time and resources necessary.

After Commodore disappeared, however, a chap called Shawn Randolph thought that it would be cool to put his A1200 in a case with a LCD screen. And so the idea for the first Amiga portable was conceived and Silent Paw Products was born.

Turning this idea into a product was much harder than Randolph anticipated though. It took nearly eighteen months to create the dream as it went through prototype after prototype, trying to iron out problems. In the end, they ended up designing their own hardware solution for the problems that the LCD screens encountered with the Amiga's scan rates.

Finally, after the long period of anticipation, the Portable Amiga WorkStation, or PAWS, was introduced to the world in late November at a user group meeting near Washington and four days later at the Video Toaster User Expo in California. A600, A1200 and A4000 versions were on display though due to problems with their power supplies, they were still not completely functional at this stage.


▲ Silent Paw Product's Shawn Randolph demonstrates the A600 PAWS.

A heavy load

The PAWS kits are not like PC or Mac laptops. They are much bigger and bulkier. Because there was no way to license the Amiga technology when they were being developed Silent Paws Products could not develop their own motherboards, which could have been specially designed to fit into a more compact laptop. Because of this you are now forced to literally place your A600 or A1200 into a large metal case which has a LCD screen attached. In an effort to keep costs down, The A600 and A1200 models are made from aircraft aluminum and are rather heavy by comparison with PC laptops. However, Randolph is keen is point out that the aluminum makes the casing very sturdy, claiming that: "These PAWS can probably stop bullets!"

The A4000 and A3000 models are lighter as they are housed plastic OEM.

The A600 model is the only one that could be compared to a PC or Mac laptop. It is relatively compact at 14" x 12 3/4" x 4 1/2", is just slightly wider than the average PC laptop, although heavier, at 11lbs, and a bit taller when closed. However, the A1200 is seen as the better choice because its basic CPU is faster than the A600 and so it's well suited to running the software that people want a laptop for, such as a database, communication programs, spreadsheet and word processors. This A1200 version can also accept added accelerators that go in the A1200's trapdoor slot.

The only real problem with the A1200 PAWS model is its size: it is four inches wider than the A600 version. Still, because of the power limitations of the A600 it is seen as more practical. However, the the A600' compact size together with the new A620 accelerator board make now make it a more attractive option.

That bit extra

One nice feature of both A600 and A1200 models is that you can still use the PCMCIA slot. This means that you can add a CD-ROM drive, PCMCIA fax/modem or Zip drive, adding even more portable power. The A600 and A1200 models also come with a trackball. Called the PAWStrac it's a compact trackball with a solid feel and a professional look. Originally a PC compatible trackball, it's been re-engineered by Silent Paw Productions to fit both laptops.

Luggables

The PAWS kits for the A3000 and A4000 are not meant to be laptops and are generally known as 'luggables.' These luggables are designed for professionals, such as videographers, who need to take a lot of equipment and their their computer with them on shoots. They are designed to "allow Amiga users to do away with having to pick up a whole



▲ Here's the line up from left: the PAWS A600, A1200 and the mighty luggable.



▲ Mr Randolph hopes that his company, Silent Paws Products will become AT's laptop distributor.

bunch of junk, allowing you to easily move from site to site and use your Amiga. Currently you have to pick up your your A4000, your monitor, all the cables, all the power supplies, all the bricks, and then set this all up. That takes a little bit of time and is frustrating. PAWS allows you to pick it all up in a case and go." said Randolph.

Clip on keys

The A3000/A4000 model comes with a keyboard, so all you do is place your motherboard into the kit and you can fit a video card (such as the Picasso II or Video Toaster) in there as well.

The keyboard, (specially designed for PAWS and not a Commodore product) can be clipped onto the side to make it easy to carry and the LCD screen is built into the side of the box as well. The A3000/4000 protoytpe model also has an Alps Glidepoint built into the keyboard. This is used as a mouse/trackball replacement allowing the pointer to be moved on screen by simply dragging one's finger around the surface of a pad.

Battery operated

Silent Paws Products claims that the PAWS kits run on batteries for approximately 1 hour and 15 minutes, about three to five times less time than current PC and Mac laptops. It runs on two DRF-31 batteries, which cost from $60-$100 (or about UK £37.50-£62.50), depending on whether you buy the cheaper Compaq batteries or the more expensive Duracells.

Luckily, for those who will find their budgets quite small after they buy a PAWS, the batteries can be recharged in the PAWS when you are not using it. Batteries are not included in the package. However, these batteries are made by Compaq, one of the largest laptop makers, and Duracell, one of the world's largest battery producers, so there's no need to worry that you won't be able to find a battery for the PAWS.

Low on software

The PAWS does not come with much software, once again to keep the price down and from the assumption that most users of the PAWS will already have software that they bought for their desktop Amigas. It comes with software drivers for the LCD screen and the trackball, and Link-It and *CrossDos v6* software. *CrossDos v6* is a newer version of the *CrossDos* software which comes with Workbench 2.1, 3.0, and 3.1 and the *Link-It* software allows you to easily transfer files between the PAWS and another Amiga or a PC, with just a cable.

This is very helpful for those who are forced to use PCs at work or if they simply don't want to have to copy files onto their PAWS from their Amiga by disk. Randolph stated that the high price of the PAWS stemmed mostly from the LCD screen, which accounts for about 75% of the cost.

His hope is, however, that as more and more laptop computers are produced for all platforms, the price of LCD screens will drop considerably, lowering the price of the PAWS.

Any future plans?

Silent Paw Products has other plans for the Amiga apart from just the PAWS. Their next release will be the Gecco, which is an external device that will plug into any Amiga and use a standard VGA monitor by scaling the Amiga's image to 640x480, the PC's standard. (This is essentially the same unit built into the PAWS to allow that Amiga's many scan rates to work on an LCD displays with only one scan rate.) The Puma is another Amiga laptop planned for the future from Silent Paw Products, which would be a laptop out of the box, as opposed to the PAWS, which you must put together yourself.

They plan to redesign the Amiga motherboard for the PAWS, to make it smaller, use less power and to put a 68060 chip on it for more computing power with less electricity consumption, but they have yet to even talk to Amiga Technologies about licensing the technology necessary to do this.

"We'd actually like to be the laptop company for Amigas," commented Randolph, "But again, it's completely up to them [Escom/Amiga Technologies]."

The only option

The PAWS is far from a complete solution for Amiga owners yearning for a laptop. The price is out of many peoples' range and the battery life is not very long.

Nonetheless, for people who need an Amiga laptop, it is the only option they have, and for videographers, the A3000/A4000 model makes a good portable Amiga for video work, and with help from Amiga Technologies, they can make the Puma the first real laptop for the Amiga.

The Amiga laptop is not in the UK yet, but with the introduction of the PAWS, the Amiga took a large step forward towards that goal. We'll keep you posted on what is happening and when you might expect to see them. ■

Joshua Galun

Technical Data ...

Dimensions:

14"W x 12æ"D x 4ΩH (PAWS 600)

18"W x 12æ"D x 4ΩH (PAWS 1200)

Power:

Auto-switching 110/220V external power supply. Internal monitoring circuit that warns users of low power situation when system is off.

Battery Life:

Average battery life is 1.25 hours. This figure may vary with the individual Amiga system configuration and use.

Weight:

PAWS 600 - 11 pounds (Fully loaded system)

PAWS 1200 - 14 pounds (Fully loaded system)

LCD:

640x480 Active Matrix Color Panel (10.4" Diagonal measure)

Cost:

Approx US$3,500.

Open Sunday 11am to 4pm

Late Night Opening Wednesday & Thursday till 7.30pm

FIRST COMPUTER CENTRE

HOW TO ORDER

Order by telephone quoting your Credit Card Number. If paying by cheque please make payable to: "FIRST COMPUTER CENTRE" In all correspondence please quote a Phone Number, Post Code & Dept. Allow 5 working days cheque clearance

SHOWROOM ADDRESS: DEPT. CU, UNIT 3, ARMLEY PARK COURT, STANNINGLEY RD, LEEDS, LS12 2AE.

Lombard Tricity low rate finance now available, call.

LOW COST DELIVERY

- 2-4 Week Days £3.50
- Next Week Day £5.95
- Saturday delivery £10.00

Delivery subject to stock availability

- All prices include VAT @ 17.5%
- Large showroom with parking
- Multi-million pound company
- Overseas orders welcome
- Educational purchase orders welcome

OPEN 7 DAYS A WEEK

Prices are correct at the time of going to press. Please check our latest prices before ordering. All sales are subject to our standard terms & conditions(copy available upon request). E&OE.

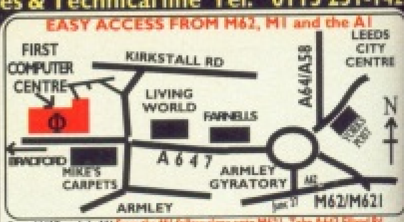
Telephone 0113 2319444

24 HR MAIL ORDER SERVICE FAX: 0113 231-9191
NEW! BBS Sales & Technical line Tel: 0113 231-1422

E-Mail sales@firstcom.demon.co.uk
www.demon.co.uk/firstcom

AMIGA REPAIR CENTRE

We offer a FREE quotation on your Amiga or any peripheral (monitors, printers etc). A delivery tariff of just £5.00 is charged or alternatively you can visit our showroom. We can also arrange a courier pickup at an additional cost of £11.00.



From M62East Join M1 From the M1 follow signs onto M621. Take A643 Elland Rd turnoff from M621. Follow signs for A58. This merges with the Armley gyratory. From M62West Junction 27, A62 to Armley gyratory. From the A1 take the turnoff for A64. This merges with the A58 (by-passing town centre) which meets Armley gyratory.

Hardware

UK'S cheapest Amiga's A1200 Magic Pack only £349.99

Down in Price

Includes, Wordworth V4SE, Datastore, Organiser, Turbocalc 3.5, Personal Paint V6.4, Photogenics 1.2SE, Pinball Mania & Whizz.

Limited UK Stock

Amiga Magic Pack + 170Mb HardDrive Only!! £489.99

Includes same software pack as Magic Pack, But also includes Scala MM300.

AMIGA A4000T

MC68040-25 Mhz	£2089.99
MC68060-50 Mhz	£2359.99

- 6Mb RAM expandable to 2 Gig max.
- 1.2Gb SCSI-II Hard Drive
- AGA chip set
- Workbench 3.1
- 1.7Mb 3.5" Floppy Drive
- 4 Channel Stereo
- Scala MM300 Pre-Installed

First Starter Pack

- A1200 dust cover
- 10 x DSDD disks + labels
- Top quality joystick
- Deluxe mouse mat
- 3 x A1200 games

All for only £19.99

Chaos Software Pack

Pack consists of Nick Faldo's Golf, Pinball Fantasies, Syndicate, Chaos Engine. Only!! £19.99

AMIGA M1438S Monitor Only!! *£279.99 When bought with a computer

CD ROM Drives



RENO Portable CD ROM

- SCSI-2 interface
- 330k/sec data transfer,
- Battery or Mains powered
- Kodak multi-session CD
- Stereo headphones supplied
- 180ms Access Time
- Audio CD operation buttons

Req. SCSI interface **£129.99**

Prima shareware CD ROM Valued at £10 free with Reno drive

CD repair kit + 100 Capacity CD storage box only!! £10.99

Wide range of CD & CD32 software always in stock



Squirrel SCSI-II Interface *£45.00
*When bought with any HD/CD ROM drive, £54.99 if bought separate

GVP 4008+ H.D./RAM card £99.99
SCSI II interface card for big box Amiga's.

Overdrive

2 speed CD ROM fits via PCMCIA slot, no interface req. £175.99

SCSI Enclosures

PRIMA

These cases are suitable for housing any internal SCSI device, eg CD Roms etc.
Single Case £69.99 Dual Case £89.99

Full range of SCSI cables always in stock

Internal SCSI CD ROM drives

NEC 6Xi 6 speed Only!! £292.99

- 900kb/s transfer rate
- 145ms access time
- SCSI-2 interface
- Cache memory 256kb

Sanyo CDR H94A x2 Speed	£125.9
Toshiba 5201B x3.4 Speed	£158.9
Panasonic CR504B x4 Speed	£189.9

HP CD-R 4020i

CD-Recorder 4x read/2x write £929.99
Tomorrows technology today
74 Min. Media 10 off £64.99 100 off £575.99

Hard Drives

3.5" Hard Disk Drives with A1200/600 install kit

(We recommend 3.5" drives be fitted by qualified computer engineers)
inc. software, cables and instructions

420Mb	£159.99	540Mb	£184.99
850Mb	£199.99	1.05 Gig	£245.99

3.5" Hard Drive upgrade kit £18.99
Includes set up software, cables and full instructions, no Hard Drive.

New — External Hard Drives for all SCSI aware Amiga's
500Mb £199.99 1.0Gig £299.99
Inc. High quality SCSI-II drive, Int. PSU, SCSI ID selector, Cooling fan and HD prepping/partitioning software. Requires SCSI interface, ie. Squirrel/GVP

2.5" Hard Drives for A600/A1200 with installation kit

inc. software, screws, cables and instructions

Seagate · Fujitsu · Conner · Quantum · Toshiba

80Mb	£89.99	130Mb	£109.99
170Mb	£114.99	250Mb	£139.99
340Mb	£179.99	510Mb	£254.99

170 Mb Harddrive
Scala MM-300 pre-installed
Amazing value at only £169.99

Monitors



AMIGA M1438S Amiga Branded Monitor

Same specification as the Microvitec 1438, but also has built in Stereo speakers. £299.99
without speakers £274.99

Amitek 1084 S £199.99
14" Colour CGA Stereo Monitor, Composite Video, Digital RGB, Analog Inputs.

Monitor dust cover £6.99
Screenfilter £19.99

Disk Drives



NEW!! NEW!! NEW!! NEW!! NEW!!
Zip Drive £189.99
- Includes:-
- HISOFT Zip Tools
- 1 X 100Mb cartridge
- SCSI interface required.
- Additional 100Mb Zip cartridges £15.99

NEW!! NEW!! NEW!!
AMITEK 1.76Mb
1.76Mb disk drive £79.99
The Ultimate Amiga Drive
High density external drive

Amiga External drive	£49.99
A1200/600 internal drive	£39.99
A500/500+ Internal drive	£39.99

Squirrel I/face



Surf Squirrel

- Hi speed serial port
- SCSI-II interface
- Autobooting HD

from *£79.95 *If purchased with any mod...
If purchased separately £99.95

Squirrel

- SCSI-II interface

From only *£45.00 *If purchased with SCSI device
£54.99 if purchased separately

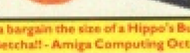
SupraFAXModem · USRobotics

SupraFAXModem 288

- Up to 115,200bps (v42bis)
- Silent & Adaptive Answer
- V34 Standard
- NComm Software
- Class 1 & 2 Fax
- Unique LCD Display
- Flash ROM
- 5 Year Warranty

only £199.99





Is it a bargain the size of a Hippo's Bum? . You Betcha!! - Amiga Computing Oct. 1994

New!! SupraExpress 288

Only £174.99



- Up to 115,200bps (v42bis)
- LED Display
- V34 Standard
- NComm Software
- Class 1 & 2 Fax
- 5 Year Warranty

28,000 Data/14,400 Fax

USRobotics — WE ARE PREFERRED USR DEALERS



Sportster 288
If you thought V32bis was fast try V34
only £193.99
V34, 28,800 BPS, BABT approved



Courier V34+ Dual Standard
£287.99 33,600 bps.

SupraFAXModem V.32bis
This modem has full 14400 baud. includes V.32bis, V.32, V.22bis, V22, V21, MNP2-5, V.42, V42bis, Class 1 & 2 commands, 9600/14400 Group 3 Fax. Includes free modem comms (not Fax)s/w & cable
only £134.99

Sportster Vi New
This modem has full 14400 baud. includes V.32bis, V.32, V.22bis, V22, V21, MNP2-5, V.42, V42bis, Class 1 commands, 9600/14400 Group 3 Fax. Includes free modem comms (not Fax)s/w & cable
only £111.99

14,400 Data/14,400 Fax

Supra modems are not BABT approved, however they perform as well & often out perform BABT approved modems. Supra Modems have a 5 year limited warranty

RAM Expansion/Accelerators

A1200 1 MB RAM Special price!!	£75.99
A1200 2 MB RAM	£119.99
A1200 4 MB RAM	£169.99
A1200 8 MB RAM	£284.99
A1200 1MB/33Mhz Co Pro	£109.99
A1200 2 MB/33Mhz Co Pro	£149.99
A1200 4 MB/33Mhz Co Pro	£189.99
A1200 8 MB/33Mhz Co Pro	£304.99

Memory Modules

1 Mb 72 Pin SIMM	£29.99
2 Mb 72 Pin SIMM	£69.99
4 Mb 72 Pin SIMM	£115.99
8 Mb 72 Pin SIMM	£225.99
16 Mb 72 pin SIMM	£399.99
1 Mb 30 pin SIMM	£29.99
4 Mb 30 pin SIMM	£119.99
256 by 4 DRAM (each)	£6.99



Part exchange available on your old memory, Call for pricing.

Accelerator Cards

POWER VIPER

Viper II-50 £199.9
Up to 128Mb RAM, FPU Socket & R/T clock

Viper II-28 £119.9
Up to 128Mb RAM, FPU socket & R/T Clock

Falcon 68040
68040 RC 25Mhz £499.95

A500/600 RAM Expansion

PRIMA A500 512k RAM no clock	£19.9
PRIMA A500+ 1 Mb RAM	£29.9
PRIMA A600 1 Mb RAM no clock	£29.9

Printers

Canon

Canon BJ30 — Portable mono printer, 30 page ASF built in.	£184.99
Canon BJC70Colour — Portable colour printer, 30 page ASF.	£289.99
Canon BJ200ex — High quality mono printer, virtual 720 dpi.	£207.99
Canon BJC4000Colour — High quality colour/fast mono printing 360 dpi.	£289.99
Canon BJC600e Colour — Enhanced colour printer, virtual 720 dpi.	£369.99
New Canon BJC610 Colour — 720 x 720 dpi, near photographic quality	£409.99

Star Micronics



Star LC90 9 pin mono — ASF built in, push tractor optional.	£105.99
Star LC100 9 pin Colour — 180 cps draft, 45 cps NLQ, Amiga drivers.	£125.99
Star LC240 24 pin mono — 192 cps draft, with ASF built in.	£123.99
Star LC240C 24 pin Colour — ASF built in, 4 LQ fonts.	£139.99
Star SJ144 Colour — Colour thermal transfer printer, low running	£232.99

Citizen

All Citizen printers have a 2 year warranty

ABC Colour printer £145.99
Simple (as easy as ABC) to use 24 pin printer. Comes as standard with 50 sheet Auto sheet feeder. Tractor feed optional at £34.99

New!! Printiva 600c
- New Micro Dry print technology
- 600 dpi Colour/1200 dpi mono
- Amiga drivers provided £399.99

Hewlett Packard

New! HP340 Portable — Colour upgradeable portable printer	£224.99
New! HP600 — Colour upgradeable mono ink jet/ Col. Kit £41.99.	£242.99
HP 660 Colour — New colour inkjet from HP.	£319.99
HP850 Colour — 600x600 dpi up to 6 p/p/m mono, 3p/p/m colour	£429.99
New! HP 5L Laser printer — 4 p/p/m 600 dpi	£449.99
New! HP 5P Laser printer — 6 p/p/m 600 dpi	£715.99

Epson

New!! Stylus Colour II — 720 dpi, 4ppm Black, 2ppm Colour.	£335.99
New!! Stylus Colour IIs — 720dpi, 2.5ppm Black, 1ppm Colour.	£249.99
New!! Stylus 820 — 720 dpi, 2.5ppm Black, Colour Upgradeable.	£219.99
New!! Stylus Pro — 720x720 dpi, Photo-Real quality output.	£485.99
EPL-3000 Laser Printer — 4ppm, 300 dpi, 1Mb memory, 150 sheet ASF	£439.99

The perfect accompaniment for a high quality colour printer
NEW!! GTX-5000 colour flatbed scanner ONLY!! £439.99

We would be happy to quote you on any make or model of printer that may not be listed.

Miscellaneous

Printer Switch Box 2 way	£12.99
Printer Switch Box 3 way	£17.99
Printer Stands (Universal)	£4.99
1.8 Metre printer cable	£4.99
3 Metre printer cable	£6.99
5 Metre printer cable	£8.99
10 Metre printer cable	£12.99

Consumables

Ribbons

Citizen Swift/ABC mono	£3.99
Citizen Swift/ABC colour	£12.99
Star LC90 mono ribbon	£4.99
Star LC10/100 mono	£3.69
Star LC10/100 colour	£7.99
Star LC240c colour	£13.99
Star LC240c mono	£8.99
Star LC240 mono	£5.99
Star LC24-10/200/300 Colour	£13.99
Re-Ink Spray for mono ribbons	£11.99

We stock a wide range of consumables for all printers Lasers, Dot Matrix and InkJets old and new.

PREMIER-INK Cartridge Refills

Save a fortune in running costs with your ink/bubble jet. Compatible with the HP Deskjet series, Canon BJ10/20/80/130/200/300/330, Star SJ48, Citizen Projet and many others.

Full range of colours available.

Single refills	(22ml)	£6.99
Twin refills	(44ml)	£12.99
Three colour kit	(66ml)	£19.99
Full colour kit	(88ml)	£27.99
Bulk refills	(125ml)	£24.99

Printer repair specialists call for quote

Ink Cartridges

Canon BJ10/Star SJ48	£19.99
Canon BJ200/230	£19.99
Canon BJ30 (3 pack)	£13.99
Canon BJC 70 mono (3 pack)	£12.99
Canon BJC 70 colour (3 pack)	£16.99
Canon BJC 4000 colour (single)	£16.99
Canon BJC 4000 mono (single)	£7.99
Canon BJC 4000 mono high cap.	£28.99
Canon BJC 600e mono high cap.	£10.49
Canon BJC 600e colour	£8.99
Citizen Printiva Std. colours	£6.49
Citizen Printiva Metallic colours	£16.49
HP.Deskjet 660 double mono	£25.99
HP.Deskjet 660 colour	£27.99
Epson Stylus mono	£15.99
Epson Stylus colour	£36.99
Epson Stylus Col. II/S/820 Mono	£17.99
Epson Stylus Col. II/S/820 Colour	£24.99
Epson Stylus 820 colour upgrade	£94.99
Star SJ144 mono/colour (single)	£8.99

Covers

All printer dust covers £5.99

Paper

Fanfold (tractor feed) 500 sheets	£4.99
Fanfold (tractor feed) 1000 sheets	£8.99
Fanfold (tractor feed) 2000 sheets	£17.99
Single sheet 500 sheets	£4.99
Single sheet 1000 sheets	£8.99
Single sheet 2000 sheets	£17.99
Epson Stylus 720 dpi paper pack	£12.49

Disks

Bulk DSDD		
10 x £3.49	100 x £29	
30 x £9.99	200 x £54	
50 x £15.99	500 x £118	

Branded DSDD	
10 x £4.99	100 x £35
30 x £12.99	200 x £63
50 x £25.99	500 x £142

Bulk DSHD	
10 x £3.99	100 x £33
30 x £11.99	200 x £59
50 x £17.99	500 x £134

Branded DSHD	
10 x £5.99	100 x £47
30 x £15.99	200 x £84
50 x £25.99	500 x £190

Disk labels x500 £6
Disk labels x1000 £9

Video



VIDI Amiga 12
Entry level Amiga video capture system
- Composite & SVHS inputs.
- All modes inc. HAM & 256 col.
- Image processing effects.
- Compatible with all Amiga's

£64.99

VIDI Amiga 24 (RT) Pro
Professional Colour Real Time Amiga video capture system
- Composite & SVHS inputs.
- 16.7 million colour grabbing.
- BMP, TIFF, PCX, ANIM, ILBM.
- Processing controls & effects

£224.99

Pro-GRAB SVHS 24RT Plus
- Compatible with VHS & SVHS.
- Save & load in multiple file formats
- Support for virtual memory
- Additional teletext facilities
- Large preview window

Req. kickstart 2.04 & 1.5Mb free memory

for only..... **£129.95**

Genlocks

hama

Genlock 290
- Full fading of mixed graphics
- 2 ergonomically designed fader
- High quality output signal
- Independant power supply

£639.99

Genlock 292
- Full fading of mixed graphics
- Fade to black of output signal
- Demonstration software inc.
- Independant power supply

£264.99

A-Cut
- Video edit controller
- Works on Kickstart 2.0 and above
- Scenes defined, sequenced/exchanged
- Independant power supply

£164.99

Fusion Genlock
- Comes with Scala HT100
- 92% Amiga Shopper June 95
- Composite only Genlock

Only!! £95.99
Entry level Genlock

Graphics



New!! Epson GT-5000
- A4 Flatbed scanner
- 300 dpi optical scan resolution
- Inc. PC Editing & OCR software

£437.99
NB: The Amiga range of computers req. additional driver software and a Bidirectional parallel cable.



Art Department Pro Scanner Controller
Inc.
- Bidirectional Parallel cable
- Amiga driver software
- Total WYSIWYG control
- Can be used without Art Dept Software

With Scanner	Without Scanner
£89.99	£99.99

If cable req. separately £39.99

Tabby only £59.99
The amazing new graphics tablet for the Amiga developed with First Computer. 94% rated in Amiga Shopper. Requires 2.04 WB or above.

Power Scan v4. £89.99
256 g/scale on AGA Amigas, 64 g/scale non AGA

Power Scan Col. £174.99
24 bit colour scanner, 16.7 million colours

Graphics Software

Brilliance 2.0
Paint & Animation package
£49.99

D Paint V
Award winning Paint & Animation package.
£59.95



Art Department Pro.
Image processing software
£129.99

Scala MM211
£139.99
- MM300 £224.99
- MM400 £274.99

Photogenics v1.2
24 bit graphics manipulation
Special offer
only!! £47.99

New!! Cinema4D £169.99

Music



AURA £74.99
12/16 bit stereo direct-to-disk PCMCIA sampler

Mega-Lo-Sound
8 bit direct-to-disk sampler
Great value at only **£25.99**

ProMIDI Interface
- MIDI in, MIDI thru & 2 x MIDI out
- Compatible with all MIDI software

only!! **£19.99**
- 2 x 3metre MIDI cables £9.99

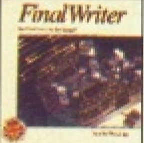
Technosound Turbo 2 Pro
8/12 bit Stereo Sampler plus many more advanced features
A bargain at only **£27.99**



Only a few available Intersound professional sampling software for A500/2000/3000. Requires Kickstart 1.2 or above & 512k RAM.
£5.99
Got to be worth a look at only

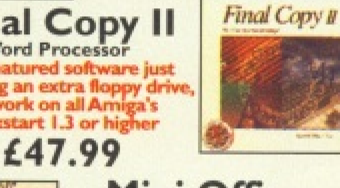
Also Stereo Master £14.99
Audition 4 digital sound editor £19.99

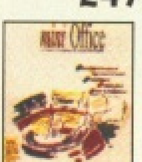
Wordprocessing



Final Writer 4
Word Processor/Publisher
Latest version of this award winning software
only!! **£72.99**

Final Copy II
Word Processor
Full featured software just requiring an extra floppy drive, to work on all Amiga's Kickstart 1.3 or higher
£47.99





Mini Office
Integrated Package
- Wordprocessor
- Spreadsheet
- Database
- Graphics
- Disc Utilities

£38.99
All in one package

Wordworth 3.1se
Word Processor
- Req 2Mb RAM & 1 disk drive

£54.99



Also **Penpal £29.99**
Kindwords 3 £24.99

Home Office



SuperBase Personal 4
Relational Database
£99.99
Pro version **£149.99**

Twist 2
Relational Database
- Requires Workbench 2.1 or above & 2Mb of memory

£74.99

Also
Final Data 3 £39.95

Spreadsheets
Final Calc £94.99
Turbocalc 3.5 £47.99
Maxiplan 4 £24.99

Home Finance
Money Matters 4 £49.99



Maxon Magic
£25.99
Screen Utils. Requires 1Mb RAM 2 floppy drives



Opus 5 £49.99
The best file managment system around

Miscellaneous



Vista Pro 3
Landscape Artistry software
Accurately recreate and explore real world landscapes in vivid detail
£27.95
Also
Makepath £8.99
Terraform £8.99
Vista Pro 3 Lite £24.95

Distant Suns 5
Desktop Planetarium
Req. Kickstart 2.04 or above 2Mb of RAM and a Hard drive
£27.95

New!! Zip tools £16.99
- Easy access Amiga drivers
- Utils, inc. Password protection, Write protect, Cartridge eject.

Studio 2 £49.99
Print software for optimised performance

GP Fax £49.99
Use your Amiga modem as a fax machine

Amiga on-line Ref. £6.99
An essential aid to Amiga computing. All the AmigaHelp files on disk, HD installable. 80% rated in CU Amiga.

Pro Draw 2.0 £59.99

Peripherals

Mega Mouse+ 400 dpi	£12.99
Mega Mouse 400 dpi	£11.49
Amiga mouse 560dpi	£12.49
Soccer Mouse 400dpi	£19.49
Mousemat 4mm	£3.99
AlfaData Trackball	£34.99
Zip Stick joystick	£9.99
Gravis Amiga joystick	£19.99
ZyFi-2 Speakers	£26.99
ZyFi Pro Speakers	£57.99
Roboshift mouse/joystick switch	£9.99
Amiga Modulator	£34.99
Amiga PSU	£34.99
Kickstart 2.04/2.05	£24.99
CIA 8520A I/O chip	£18.99
FPU 25mhz PLCC	£34.99
FPU 33mhz PLCC	£39.99

Turbotech R/T clock cartridge £17.99 all Amiga's

Top 20 Games

Akira	£24.99
Alien Breed 3D	£24.99
Combat Classics 3	£29.99
Dawn Patrol	£29.99
Dungeon Master II	£29.99
Exile	£24.99
Fears	£24.99
FIFA Int. Soccer	£24.99
Flight/Amaz. Queen	£24.99
Gloom	£24.99
Pinball Mania	£24.99
Player Manager 2	£16.99
Premier Manager 3	£14.99
Sens.World/Golf	£24.99
Sens.World/Soccer 2	£24.99
Sim City 2000	£24.99
Theme Park	£24.99
Sup. Street Fight 2	£29.99
Virtual Karting	£19.99
Worms	£24.99

Amiga CD ROM's

Delivery £1 per title or £3.50 for 4+

New!! 17 Bit The 5th Dimension	£17.49	Grafix Sensations	£17.49
17 Bit Collection (Double)	£28.99	New!! Groliers Encyclopedia 2	£25.99
17 Bit Continuation	£14.49	Illusions in 3D	£8.99
17 Bit Phase 4	£14.49	Light ROM	£29.99
17 Bit/LSD compendium 1 or 2	£16.99	Light Works	£29.99
New!! 17 Bit/LSD compendium 3	£16.99	Magic Illusions	£11.49
New!! Aminet 8 or 9	£14.49	New!! Meeting Pearls 3	£8.99
Aminet collection (Aminet 1-4)	£24.49	MultiMedia ToolKit 2 (2xCD's)	£27.99
New!! Aminet collection 2 (Aminet 5-8)	£24.49	New!! Network 2 CD	£12.49
New!! Amos Users CD Ver 2.	£16.99	New!! NFA AGA Experience	£17.99
Animations (Double)	£17.49	New!! Octamed 6 CD	£24.95
New!! Artworx	£8.99	New Price!! Prima CD Vol. 1	£9.99
New!! Assassins 2 (Double)	£17.49	New!! Sci-fi Sensations	£17.99
BCI Net 1/2	£8.99	Space And Astronomy	£16.99
New!! C64 Sensations	£16.49	New!! Speccy Sensations II	£17.49
CAM (Double)	£22.49	The Beauty of Chaos	£13.49
CDPD 1,2,3 or 4	£8.99	Ten on Ten pack (10xCD's)	£37.99
Demo CD 1	£8.99	New!! UPD Gold CD (4xCD's)	£27.99
Demo CD 2	£8.99	New!! World Of Pinups 2	£14.99
New!! Euroscene 2	£11.99	WPD Hottest 5	£17.99
Fractal Universe	£17.49	Weird Science Fonts/Clipart	£8.99
Freshfish 10	£17.49	Weird Science Animation	£16.99
New!! Global Amiga Experience	£17.99	New!! World Info 95	£34.99
GoldFish 1	£24.49	New!! XiPaint V3.2	£49.95
GoldFish 2	£24.49	New!! Zoom	£18.99

FREE!! Prima Shareware CD-ROM worth £10 with every order of CD-ROM software over £30

CD-32 Console

Amiga CD-32 Critical Zone pack
Includes:
Following CD titles, Cannon Fodder, Diggers, Liberation, Microcosm, Oscar, Project X and Ultimate Body Blows.

Only £179.99

Furniture

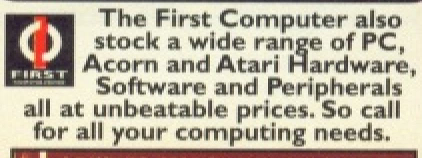
Bulldog
Authorised Reseller
Special Introductory offer
Computer Desk & Chair
Only £104.99 Call for Info.
House your Computer, Printer & consumables in one compact area, slide away keyboard shelf, choice of colours. Chair with height ajustable seat and back.

Optonica Ltd.

Appointed Distributor

InfoNEXUS 2	£24.99
M.M. Experience	£34.99
M.M. Experience Pro	£229.95
INSIGHT Dinosaurs CD	£17.99
INSIGHT Technology CD	£17.99

Info.



The First Computer also stock a wide range of PC, Acorn and Atari Hardware, Software and Peripherals all at unbeatable prices. So call for all your computing needs.

Low rate finance available

Virtual Wedding

Some Amiga users take the Internet seriously. So seriously, in fact, that they are now getting married on it. Mat Bettinson was on the guest list.

The Internet needs no introduction. It's become household name thanks to the recent mass media attention. The Amiga, however, was linked up to the net long before all of this happened, right back when the art of connecting to the Internet required that you have an IQ of 150 and possess a doctorate in computing. These days there's a hard core group of Amiga users for which the Internet is not a play thing, it's a way of life. They may not have been born on the Internet but they look set to live, marry and die there.

Getting to know you

So how do potential soul mates get to know each other? There's several different ways of conversing via the Internet, interested readers should have a look through the Wired World tutorials running since the May issue of CU Amiga. One often neglected method is also the closest to having a real conversation. The Internet Relay Chat or IRC, allows people from all over the world to create their own conferences and talk to each other with 'lag' times of only seconds (hopefully). When a person on the IRC types a sentence, it is sent to all the other participants on the channel. Their name will be listed on the left next to their text so everyone knows who said what. Once you get used to it, this group communication is far faster than the spoken word ever could be.

In the great tradition of electronic communications, real names aren't used. Instead everyone uses a 'Nick' which is short for nick name. That doesn't mean that their real names are secret, it's just shorter and trendier to use a nick. I use the nick 'Fingers' but anyone using a simple command can call up my real name in a second.

In one Amiga related channel on the Undernet IRC network, a man going by the name of Sh'lips (no prizes for the full nick is) and a woman by the name of YakGirl,



▲ Here she is: the glowing bride YakGirl.

▲ And the expectant groom Sh'lips. Ahhhh.

decided that it was time to make their long running electronic love affair official. They announced that they would become .net married. A concept that will seem bizarre to those not long involved in the strange alternative culture that is the Internet.

Even then, many may think that the entire concept is amusing. Such a marriage couldn't stand up legally. The participants aren't even in the same country with Sh'lips based in Norway and YakGirl in the New York. However, why does a marriage have to be a legally binding agreement? Is that all it is? Surely two people who love each other get married to forge a bond

I hereby cordially invite you to the net.marriage of

Sh'lips and YakGirl.

This might sound a little strange and well, yeah, sure it is. :)

The story is this:

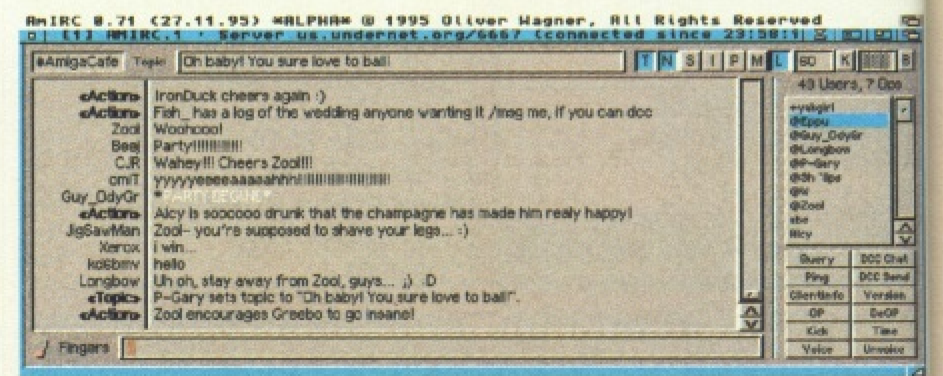
YakGirl (A New York girl) and myself (Sh'lips, hidden away in ol' Norway)
are both on #AmigaCafe a lot, and we talk to each other all the time.
After a while, we found out we were "virtual girl and boyfriend". :)
This lasted for some time, then we decided to take it further, and I asked her to net.marry me.
I was very happy to get a positive reply.
We decided to do it in #AmigaCafe where all our friends are, and P-Gary
volunteered to be our "cyberpriest".
The channel will be moderated while the ceremony goes on.
Guests are invited to attend at the Undernet IRC channel #AmigaCafe,
next Saturday December 2nd 2400GMT.

between themselves that they can share with friends and family in the ultimate celebration of devotion? That's the theory anyway. Whether you think these are nutty, net geeks or pioneers of man kind's next step into Internet evolution, one thing's for sure; it was a relief not having to wear a tux.

Virtual confetti

The ceremony was held at midnight on Saturday the 2nd of December (net heads are nearly always night-owls). This wedding goer was already the worse for wear after pre-Christmas weekend merriment. Humorous analogies were drawn to scenes in Four Weddings and a Funeral by other members of CU Amiga staff. However, at 11:55 my trusty Hayes Optima 144 dialled up my local Internet provider and I activated a copy of AmIRC, the Amiga client program used to get onto the IRC. Here's where the virtual wedding differed from a real wedding. The bride and groom arrived dead on time, the best man didn't lose the ring and the bride's mother didn't sob all the way through the proceedings. I even got to munch on a packet of cheesy Doritos through the solemn bits.

▲ P-Gary, the cyberpriest, runs the moderated IRC channel. Here we see him giving YakGirl voice to say 'I do'.



▲ After the ceremony, there was even a virtual party to be had complete with virtual champagne.

There were plenty of aspects that were just like a real wedding though. After the rapid and Internet speak modified ceremony, I finally got to perform the ultimate cliche by throwing some virtual confetti.

Oddly enough I really felt like I was at a wedding. There was a dozens of simultaneously congratulatory shouts followed by the crowd screaming for a speech. Speeches were duly typed out in turn by not only the best man but seemingly everyone else who knew the bride and groom and some that didn't. Finally the channel was returned to an unmoderated state so everyone could speak again. The party began instantaneously. Virtual shouting, dancing and drinking carried on through the night while the couple danced to a slow waltz. Another advantage of a virtual wedding is that everyone can play their own music at the same time.

Hawaii

Cramming an entire night's wedding into just 50 minutes or so (BT's profits were ticking over even faster than usual), revellers began to bid farewell to the congregation as the number present in the channel ticked down from the record 65 to a couple of dozen. To wrap up, Sh'lips and YakGirl retired to the #Hawaii channel (amid many cheers) for their honeymoon on the beach. There's rumours of another wedding in the wings and a secret meeting to be held soon seems to indicate that these events may have set a precedent. CU Amiga Magazine wishes Sh'lips and YakGirl the very best. ■

Mat Bettinson



▲ Alfo, Sh'lip's best man.



▲ Lulugirl, YakGirl's bridesmaid.

Till the .net do us part – the ceremony

<P-Gary> In the name of the net, the cafe and the holy Amiga. :) Time to begin!
<P-Gary> Dear Cafe guests! The net marriage is a blessed union. It is designed and
<P-Gary> developed and programmed ;) by us to brighten up some of our
<P-Gary> inhabitants' lives.
<P-Gary> We're gathered here today in this Cafe to unite two of our most beloved
<P-Gary> users. We're here to witness the net marriage of our dear friends Sh'lips
<P-Gary> and YakGirl.
<P-Gary> I must give the happy couple some words of advice now. Remember that a
<P-Gary> marriage not only involves sharing the joys and pleasures of your partner,
<P-Gary> you will also become your partners best friend, and you've got to share his
<P-Gary> or hers troubles, Caspers, netsplits and lags. Sh'lips, your duty towards
<P-Gary> YakGirl is to love and honour your wife by seeking her trust, helping her
<P-Gary> and standing by her side in times of need and trouble. And YakGirl, you
<P-Gary> have to remember that Sh'lips might act like a big Nordic man, but in
<P-Gary> reality he needs as much help as you. Take care of him for us.
<P-Gary> We all hope that you will be devoted to each other for many years, and
<P-Gary> spread your own feelings of joy amongst the rest of the Cafe. Remember -
<P-Gary> You two might not be married for ever. Who knows what feelings you or your
<P-Gary> net providers will have towards each other in the future. But after this day
<P-Gary> you two should always keep a place in your heart and computers for
<P-Gary> each other.
<P-Gary> Before the Cafe and the net, and in the presence of the people gathered
<P-Gary> here, I ask you Sh'lips, if you will have this YakGirl to be your net
<P-Gary> wife, and love and cherish her in netsplits as well as in
<P-Gary> lagged times?
<Sh'lips> I do.
<P-Gary> Now repeat after me:
<P-Gary> I, Sh'lips , take you YakGirl as my net wife. I promise to love you through
<P-Gary> both sweet and sour times. :) As a token of devotion I give to you
<P-Gary> this ring.
<Sh'lips> I, Sh'lips, take you YakGirl as my net wife. I promise to love you through
<Sh'lips> both sweet and sour times. :) As a token of devotion I give to you
<Sh'lips> this ring.
<P-Gary> May we see the ring, please?
<-Action-> alfo hands the ring to Sh'lips
<-Action-> Sh'lips puts the ring on YakGirl's finger.
<P-Gary> Before the Cafe and the net, and in the presence of the people gathered
<P-Gary> here, I ask you YakGirl, if you will have this Sh'lips to be your net
<P-Gary> husband, and love and cherish him in netsplits as well as in
<P-Gary> lagged times?
<YakGirl> I do
<P-Gary> Now repeat after me:
<P-Gary> I, YakGirl, take you Sh'lips as my net husband. I promise to love you through
<P-Gary> both sweet and sour times. :) As a token of devotion I give to you
<P-Gary> this ring.
<YakGirl> I, YakGirl, take you Sh'lips as my net husband. I promise to love you through
<YakGirl> both sweet and sour times, :) as a token of devotion I give to you this ring
<-Action-> lulugirl gives the ring to YakGirl.
<-Action-> YakGirl puts the ring on Sh'lip's finger
<P-Gary> Now you two are wed, and thus your names and net lives are going to be
<P-Gary> connected for ever and ever. Sad things may make you part, netsplits might
<P-Gary> take one of you away from the other, but he or she will always stay in the
<P-Gary> heart of the other.
<P-Gary> This ceremony is finally over. We will end with a few wise words, something
<P-Gary> to consider at this joyful time.
<P-Gary> Every thought felt as TRUE
<P-Gary> Or allowed to be accepted as TRUE by your conscious mind
<P-Gary> Take roots in your subconscious
<P-Gary> Blossoms sooner or later into an act
<P-Gary> And bears its own fruit
<P-Gary> Good thoughts bring forth good fruit
<P-Gary> Bad thoughts rot your meat
<P-Gary> Think right, and you can fly
<P-Gary> The kingdom of heaven is within.
<P-Gary> Sh'lips, you may kiss the bride.
<-Action-> Sh'lips gives his net.wife a huge kiss.

and so the merry making, cake cutting, and speeches continue. Sadly we ran out of space so we can't print it all but you get the idea.



ScreenScene



This month we've been knocked off our chairs by Breathless. Visually its a stunning game but, more importantly, it's a technically demanding game. It's the beginning of the third generation of first person perspective 3D combat games on the Amiga. The first generation is represented by the likes of Space Hulk, Dungeon Master and The Ishar Trilogy. The second generation, the so called 'Doom' clones, are AB3D, Gloom, Fears and Citadel. Now the 3D engines have become more developed as publishers have realised that the AGA Amiga is no longer just a simple 2Mb, 14MHz machine. There are a lot of accelerators out there, and fast RAM is now almost standard. This means that they can give us the games we want, the games that can compete with other formats. Breathless is just such a game and it is soon to be followed by others. If you haven't already upgraded your Amiga, games like Breathless should encourage you to. See the review on page 46.

The other game which had us really going in the office this month is Pinball Prelude. With sure-fire music and a slightly different approach to table design it was a surprise favourite. Who said that 21st Century were the pinball wizards? Effigy have just taken the torch from them.

Team 17 were all excited again this month when they announced that Alien Breed 3D No.2 is going to be called Turmoil and will contain many more advanced features besides 1X1 pixel graphics. According to a spokesman it will have (and I quote in a strong Northern accent) "up and down aiming and transparent characters: you know, the full monty, like". Top news lads.

Alan Dykes, Editor



Breathless p46

PREVIEWS

REVIEWS

TIPS & GUIDES



Capital Punishment P43

17 BIT SOFTWARE

TEL: 01924 366982 | FAX: 01924 200943
1st Floor Offices, 2/8 Market Street
Wakefield, West Yorkshire. WF1 1DH

Office Hours Mon - Sat 9:00 To 5:30
Answerphone At All Other Times

POSTAGE RATES

[UK] Disk Orders 50p CD's 75p Each.
[EU] Disk Orders 10% CD's £1.00 Ea.
[OE] Disk Orders 20% CD's £1.50 Ea.

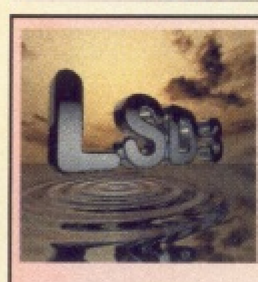
MAX POSTAGE PAYABLE

[UK] Disk Orders 50p CD's £1.50
[EU] Disk Orders 10% CD's £4.00
[OE] Disk Orders 20% CD's £6.00

ALL ORDERS SENT 1ST CLASS POST / AIRMAIL

ALL OUR AMIGA PD
DISKS ARE ONLY
£1.00
EACH

WE WILL
PRICE MATCH
ANY STOCK CD FOUND
CHEAPER ELSEWHERE



LSD Compendium 3

Following The Success Of LSD Compendium 1 & 2, Comes This Most Recent Bumper Collection. Over 600MB Of Data Has Been Included Covering Just About Every PD Subject From Games And Demos To Source Code And FAQ's.

"One Of The Most Useful & User Friendly Discs Around... If You Like The Fun Side Of Amiga PD, LSD 3 Is Definitely The One For You."

90% CU AMIGA DECEMBER 1995

AVAILABLE NOW! £19.99

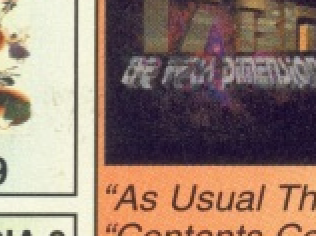
AMOS CD 2



£19.99

MULTIMEDIA 2

£22.99



5th Dimension

Contains All Our Newest PD Disks From 3351 To 3870. Something For Everyone! Highly Rated By The Computer Media. Heres What They Said...

"As Usual This Is Up To 17 Bit's High Standards"
"Contents Covering Every Aspect Of Amiga PD."
8/10 AMIGA COMPUTING Issue 94
"The Selection Of Software Is Excellent..."
"Highly Recommended." "...Top Grade Stuff"

88% CU AMIGA DECEMBER 95

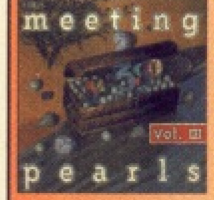
AVAILABLE NOW! £19.99



AGA EXPERIENCE

NFA & SADENESS PD Present An AGA Only Extravaganza. Packed With Pics, Demos Etc!

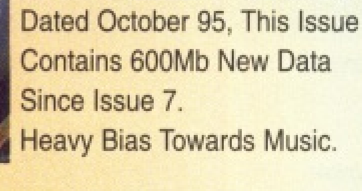
£19.99



MEETING PEARLS 3

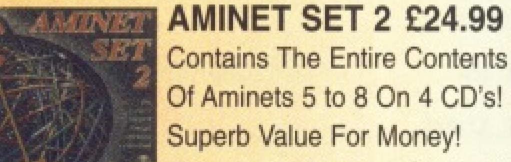
Germanys Most Popular CD! Packed With Over 600Mb Of New PD Software! Includes Something For Everyone!

£9.99



AMINET 8 £12.99

Dated October 95, This Issue Contains 600Mb New Data Since Issue 7.
Heavy Bias Towards Music.



AMINET SET 2 £24.99

Contains The Entire Contents Of Aminets 5 to 8 On 4 CD's! Superb Value For Money! Contains NEW Data Since 8!

ENCOUNTERS — EXPOSED

Forget The X-Files. UFO's Are REAL. Encounters Is THE Most Comprehensive UFO Expose Ever Produced On CD. Just A Small Selection Of What You Can Expect To Find Follows. You Will NOT Be Dissapointed. Includes Information & Testimony That The Government Have Kept Secret For So Long. Until Now.

Statements From Military Top Bra
FBI, CIA, NSA Etc Texts.
UFO Related Photographs
Sightings & Abductions
Alien Origins & Technology
Crop Circles
Cattle Mutilations
Coverups & Top Secret Projects
Docs On Roswell, Area 51, Sigm
Dreamland, Grunge 13 & Redligh

Prepare To Be Shocked

AVAILABLE NOW! £14.9

3954 ALIEN FISH FINGER Good Shootem / Platformer
3953 PRO ZODIAC 2000 V1 Astrology Program
3952 ICONIAN V2.96 AGA Icon Editor
3951 MELON PLANET M Superb AGA Demo
3950 F1 GP EDITOR V3.02 Very Latest GPed Update.
3949 ABACKUP V5.01 Excellent HD Backup Util
3948 JPEG AGA V2.2 The Best AGA Jpeg File Viewer Ever
3947 ROBS HOT GAMES #16 AGA Only Games Comp.
3946 FLYING TIGERS Helicopter Warfare Sim.
3945 ROBS HOT VIRUS KILLERS 2 Latest Virus Killer Comp.
3944 DELUXE GALAGA V2.6 AGA Excellent Shootem Up!
3943 DELUXE GALAGA V2.6 ECS Version. Superb!
3942 3RD DIMENSION #19 3D Construction Kit Disk Mag
3941 RED DWARF DISKMAG #1 Premier Issue!
3940 VARK CLI UTILS #10 Compilation Of CLI Utils
3939 BLACK DAWN #6 HELLBOUND F1 Demo.
3938 LYAPUNOV V2.0 Excellent Lyapunov Fractal Generator
3937 U.F.O. ENEMY UNCLOTHED Great P**S Take Game!
3936 NEW UTILS #13 Includes Virus Checker V7.17
3935 PENGUINS DEMO Nice AGA Demo.
3934 REMDATE V2.1 Remember Special Dates Etc.
3933 (ABCD) ICONS & BACKDROPS Very Nice Too!
3932 BACKDROPS & STARTUP PICS For Workbench
3931 MWB DRAWER ICONS More Stuff For MWB
3930 (AB) GRAPHIC WORKBENCH Workbench Replacement
3929 ULTRA ACCOUNTS Superb Accounts Package
3928 (ABC) A MATTER OF TIME Text Adventure Game
3927 (AB) NAVIGATOR V2.0 Superb 3D Video Titler
3926 (AB) THE JUDGE & THE JUDGING Photo Turorial
3925 (AB) PAGESTREAM PATCH V3.OH2 Latest Patch Disk
3924 TEE TO GREEN V1.4 Golf Game
3923 EXECUTIVE Unix Like Task Manager
3922 (AB) CHANEQUES GAME Lemmings Clone
3921 GREETINGS - A GALLERY II Amiga Art Gallery
3920 POWEROIDS V1.1 Rendered Asteroids 020 Req.
3919 VIRUS WORKSHOP V5.5 Good Virus Killer
3918 MAGNETIC FICTION DEMO Demo Of F1 Licenceware
3917 (AB) PRO FOOTBALL V1.1 Football Prediction System
3916 (AB) IMAGESTUDIO V2.20 Superb Graphics Studio
3915 PLORRDS / BLITZ Puzzle / Arcade Game
3914 COALA GAME DEMO Shareware Game
3913 (ABCD) RAZOR 1911 DEMO AGA & HD Required
3912 (AB) INSTINCT DEMO AGA & HD Only Demo
3911 (AB) QUE DEMO AGA & HD Only Demo
3910 DIARY 2000 Superb Amiga Diary!
3909 THIRD DIMENSION #18 3D Construction Kit Disk Mag
3908 ULTIMATE MANAGER V1.10S Realistic Footy Management!
3907 UNION TEAR DOWN THE WALL AGA Only Demo
3906 MASTER BLASTER V2.2 Superb Dynablaster Game Clone!
3905 SHAPESHIFTER V3.2A Latest Mac Emulator For Amiga!

Grolier Enc.



£26.99

Speccy 2



£19.99

3D Arena





£19.99

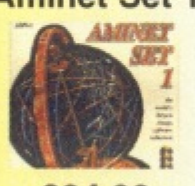
Adult Sens. 2

£19.99

SCI FI Se

£19.99

Aminet Set 1



£24.99

Arcade Clscs



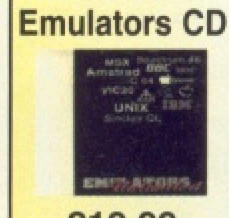
£14.99

Amiga Exp.



£24.99

Emulators CD



£19.99

ZOOM

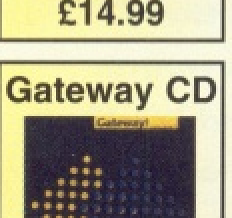


£19.99

Network CD 2

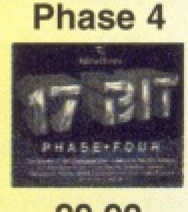
£14.99

Gateway CD



£9.99

Phase 4



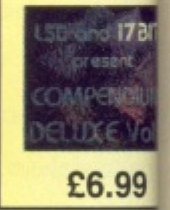
£9.99

Assassins 2



£19.99

LSD 2



£6.99



GOLD FISH 3 £26.99

Contains A Good Selection Of Software, Anims, Pictures, And Other Material Released On Fred Fish CD Roms Between November 94 & November 95, With Most Of The Material Updated To The Latest Available Versions. All Material Is Included In Ready To Run Format From Either Workbench Or An AmigaGuide Menu.



LIGHT ROM 3 £44.9

The Most Ambitious Release To Date, Consisting Of 3 CD Includes 175 Megs Of Imagi Objects, 100MB For 3D Stud 30MB For Sculpt & 7MB For Real 3D. The Second CD Includes 700 Textures In Jpeg Format, Along With Toaster Wipes & CG Fonts + Many Landscape Files. Rom 3 Mainly Contains Digital Elevation Maps For Use With Vista, Scenery Animator Etc.

Warning: These previews are about material of an extremely violent nature, do not read on if you are easily offended.

Damage

■ DFR:TBA ■ Publisher: Soumi Peli ■ © TBA



Does seeing blood and guts on screen, witnessing and partaking in callous murder turn you into a psychopathic mass murderer? Or do you find it all just harmless fun? Where does fantasy end and reality begin. Well Olli Perti Kojo of the Finnish development company Soumi Peli reckons that society has become too boring and we all need some violent stimulation to keep us going.

Going out into the streets and killing everybody in sight is just the tonic according to Olli and doing it on your computer is a damn sight better than acting out your fantasies in real life.

"Over 200,000 peple were killed when we demonstrated our game at a show recently", claimed Olli, which means that my own 250 casualties in the demo we were supplied with was pretty puny.

At first glance *Damage* is fairly innocent looking, reminicient of Psygnosis' *Benefactor*, with small human sprites wandering around a street. Each one is distinguishable as a child, a woman, a man or a granny. Then a small white-shirted hooligan appears and, using a joystick you can walk him or run him around. Now normally you would try to avoid the civilians and kill some evil ninjas or mafia hit men but not in *Damage*. The first thing you do is get out a baseball bat and start whacking everyone. Women, children, grannies ... the lot.

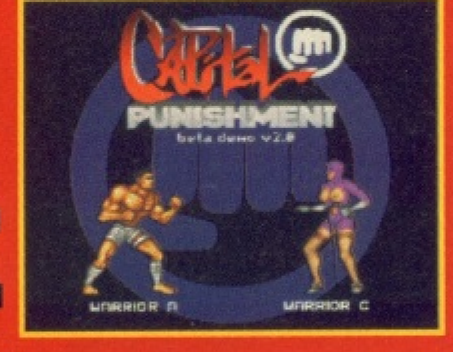
Pretty soon all that's left is a gory pile of blood and guts on the ground. Next thing you know a SWOT team arrives and start shooting at you. Fear not though, you're pretty invulnerable to bullets and braining one of the old Bill with your bat will yield a shiny new shotgun. Now, to realistic sound effects, you can shoot instead of swing. Later, in posession of such high grade weapons as an M60 heavy machine gun and an UZI people will die that bit faster.

Frankly *Damage* is sick, and after a while running around murdering people it loses its morbid fascination. Graphically this preview version is nothing to speak about and the only gameplay feature is the competition over the amount people you can kill. The full version promises more depth, but apart from shock value I'm not convinced. Soumi Peli intend to sell it mail order. ■
AD

- IN AN OLD CHEST YOU FIND AN M-60 TYPE MACHINEGUN WITH A 200 SHOT BELT! VITTU

Capital Punishment

■ Due Out: Early '96 ■ Publisher: TBA © TBA



There is a very good reason why I think *Capital Punishment* will not be released in the UK in its current form: one of the combatants is a stocking clad woman with her breasts bared through two holes in a leather vest. I can just imagine the scene in HMV: "My son bought this piece of filth from you last week. Not only does it have blood flying all over the place, but there's a topless ninja in it and just this morning he head-butted a friend while imitating one of the moves. I demand you take it off sale" We live in a country where newspapers featuring topless models alongside horrific pictures of murder can be purchased by infants for 25p but combine these in a game and there's sure to be an outcry.



Click Boom have certainly pushed the boat out with *Capital Punishment* and you know what: it's very playable. Hailing from Toronto in Canada, Click Boom claim that *CP* is the bees knees as far as Amiga fighting titles are concerned and on first impressions I'm not willing to discount the theory. The demo we looked was fast and fluid.

The background decor is OK, but what really impresses is the animation. Although the combatant's facial expressions are a bit farcical and their uncovered limbs a bit wooden looking, the frame rate is higher than any fighting game I've seen so far and the moves are very effective. It's gratiously gory too.

Although the demo was unfinished, one of the really cool touches already included is the swinging lamp above the fighters.

Click Boom are 'currently in negotiation with various publishers' to bring us this game, and intend to have it released early in the new year. They warn you not to play any demos you see of CP if you are under age or of a weak disposition, and the full version will probably have an age rating, but it's not as bad as they would like to make out. ■
AD


THE BEST PRICES FOR AMIGA CD ROMS
SCI-FI CD £18.99
COVERGIRL £12.99
SPACE/AST £18.99
SHUTTLE £18.99
17BIT COLL. £27.99
17BIT CONT. £9.99
17BIT FOUR £9.99
17BIT FIVE £18.99
WSCLIPART £7.99
WS FONTS £7.99
WS ANIMS £17.99
WS SOUNDS £17.99
ORDER FOR THE COST OF A LOCAL CALL
AMIGA DTV £13.99
GIGA GFX £34.99
ASI GAMES2 £18.99
SOURCE £18.99
AMINET 6 £11.99
AMINET 7 £11.99
AMINET 8 £12.99
AMINET1-4 £23.99
UPD GOLD £27.99
ADULTSENS £16.99
TETRIS CD £9.99
EMULATORS £17.99
WE'LL MATCH ANY PRICE!!!
MEDIACLIPS £19.99
HOTDEMOS £18.99
PEARLS 2 £8.99
3D ARENA £18.99
CD WRITE £39.99
COLOUR LIB £8.99
PRO IFF 2 £17.99
SOUND LIB £16.99
HOTTEST 4 £7.99
HOTTEST 5 £15.99
LOTTERY £8.99
PRO ICONS £12.99
GLAMOUR GIRLS £19.99 £14.99
GLAMOUR GIRLS IS A BRAND NEW RELEASE CONTAINING THOUSANDS OF STILL "GIRLY" PICTURES. YOU CAN'T GET THIS ONE CHEAPER ANYWHERE WE GUARANTEE THAT!!!!! (ADULTS ONLY)
TEXTURE PORTFOLIO £29.99 £25.99
TEXTURE PORTFOLIO HAS BEEN IN THE MAKING FOR OVER 5 YEARS, ALL THE VERY BEST TEXTURES AND BACKDROPS ARE INCLUDED. WATER, WOOD, METALS, MANMADE, SCENERY ETC.....
ARCADE CLASSICS £14.99 £12.99
ARCADE CLASSICS IS AN ORIGINAL COLLECTION OF ALL YOUR OLD FAVOURITE GAMES: PACMAN, INVADERS, GALAXIANS, FROGGER, LODE RUNNER, Q-BERT, CENTREPEDE, MISSILE ETC, ETC
KLONDIKE £19.99 £8.99
KLONDIKE & CARDS CONTAINS HUNDREDS OF READY TO USE REKO CARDS. PLUS KLONDIKE THE GAME- THE BEST EVER CARD GAME!!!!! THIS CD IS AN ABSOLUTE BARGAIN, DON'T MISS IT!!!
MORE CD ROM AVAILABLE!!!!!
GROLIER £24.99
AMITOOLS2 £21.99
POV RAY £18.99
CLIPART £17.99
LIGHTROM1 £29.99
LIGHTROM2 £34.99
RECORDS £18.99
LIGHTWORK £28.99
ULTIMEDIA (2cd)£12.99
LSDTOOLS1 £13.99
LSDTOOLS2 £16.99
LSDTOOLS3 £17.99
SPECCY SENSATION £14.99 £6.99
SPECCY SENSATION CONTAINS OVER 500 ALLTIME CLASSIC SPECTRUM48 GAMES. ALSO INCLUDED ON THE CD ARE A NUMBER OF AMIGA SPECTRUM EMULATORS. REQUIRES KEYBOARD......
CD32 NETWORK SET VERSION 2 £34.99
NEW IMPROVED SUPER FAST TRANSFER VERSION... INCLUDES CONECTING LEAD FOR ANY AMIGA, CD ROM & BOOT DISK. ALLOWS EASY TRANSFER OF ANY FILES FROM CD TO THE AMIGA. (CD ONLY = £14.99)
STAR BUYS!
NORMALY £19.99ea
PLEXUS PRICE £12.99ea
LATEST AVAILABLE VERSIONS
SOLD OUT
PROFESSIONAL BACKDROPS COLLECTION
2 CDROMS
ULTIMEDIA
ULTIMEDIA II
BARGAINS!! PURCHASE SEPERATELY OR ANY FOUR TITLES FOR JUST £19.99*
PRO FONTS £7.99
HOTTEST 4 £7.99
UTILS 1500 £7.99
ILLUSIONS £5.99
UTILITIES £7.99
BANSHEE £4.99
LOCKNLOAD £5.99
IFF CLIPS £7.99
TIMETABLE £9.99
SPECCY 1 £6.99
LUCKYDIP £4.99
MULTIMEDIA £5.99
SUPERCARS £4.99
GAMES DLT £7.99
PWR GAMES £8.99
EUROSCENE £8.99
* A SIMILAR TITLE MAY BE SUPPLIED IF ANY ITEM IS NOT AVAILABLE.
PLEXUS MEDIA
COMPACT disc SUPPLIERS

COUNTING ON THE BEST

Final Calc

A new branch on the SoftWood Family Tree

New... Final Writer 4 Lite for Amiga systems with limited memory and no hard disk drive!

Who else but the World's leading Amiga office and home productivity software developer could offer you such a wide range of award winning programs?

A range acclaimed as the best for your computer with individual programs having received Amiga Format Gold, Amiga Computing Gold & Blue Chip Awards, CU Amiga Top Rated and many others worldwide.



Final Writer 4™ Lite
Word Processor/Publisher

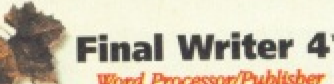
Now Final Writer is an ideal companion for Amiga users with single or twin floppy drives and a lower memory size too!

- Final Writer 4 Lite™ - now enables more Amiga owners to take advantage of most of Final Writer 4's features. All you need is an Amiga with a minimum of 2Mb of free RAM and Workbench 2. Of course, should you upgrade your Amiga, you'll be able to upgrade your software too.
- Final Copy II™ - registered owners can take advantage of a special upgrade offer - call for details and prices.

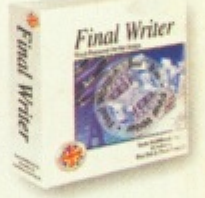
**Amiga floppy drive systems running Workbench 2.04 or later with a minimum of 2Mb of free RAM - More recommended.*

£39.95

Final Writer 4 Lite packaging is shown for illustration purposes only.



Final Writer 4™
Word Processor/Publisher



The most powerful Amiga word processor for the highest performance & most comprehensive range of features including its unique Grammar Checker!

- TextBlocks™ - to position text at any size and angle
- FastDraw Plus™ - versatile selection of graphics tools
- TouchTools™ & PowerUser Bars™ - One touch commands
- PerfectPrint™ - You just can't print better on your Amiga
- French, German and Norwegian dictionary options
- Output PostScript™ fonts & clip-art to all graphic printers Supplied with 100 images and 120 outline fonts FREE!

**Amigas running Workbench 2.04 or later with a hard drive and a minimum of 2.5Mb of free RAM - More recommended.*

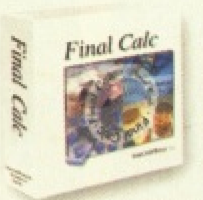


£74.95

New Final Calc™ is the spreadsheet Amiga owners have been waiting for. Over 4 years in development, Final Calc has all the power you will ever need... and then some!

With its friendly interface and on-line help for beginner and expert alike, Final Calc allows easy access to the most extensive list of features ever - including...
•Comprehensive Cell Type definition •Unlimited Undo & Redo •Outline Font Output •Background Recalc •178 Maths Functions with comparison/logical operators •Direct support for PostScript™ & Preference Printers •Print Spooler, Scaling, Auto-fit, Page Preview and Portrait/Landscape printing options •2D/3D Graphs with animation •Read and Write Lotus 1-2-3 .Wk1 files

COUNTING ON THE BEST!



Final Calc™
Spreadsheet

The answer to every spreadsheet users' dreams! With its flexible modes of operation, it's ideal for beginners and experts alike.

- Layered sheets for multiple linked spreadsheet operation
- Advanced printing and font handling with auto-fit to page(s) and complete document scaling
- Vast choice of graph styles including 3D and animated to show calculation results actually as they progress
- Unlimited number of Undo and Redo events with listing
- Lotus 1-2-3 .WK1 compatible & full text file import/export

£99.95

**Amigas running Workbench 2.04 or later with a hard drive and a minimum of 2.5Mb of RAM - More recommended*

PERFECTLY inFORMED

Final Data 3

A Cultivated Approach to Data Management

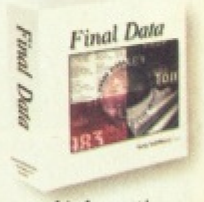
Now in its third release, Final Data 3™ retains its ease of use and unique method of simple data definition and entry - but, now includes more advanced features!

Even first time users can produce their own personal information files immediately! As you progress, you can take even more advantage of...
•Running Calculations •Multiple Line Memos - enter an unlimited amount of text for each record •An extensive Query Requester and... NEW Final Data 3 features such as, •Hidden Columns •Redefinition of Data (eg. from Text to a Memo column) •Graphics, Sound and Animation (Requires use of Datatypes found in Workbench 3.0 or above). Why don't you become...

PERFECTLY *in*FORMED!



Final Data 3™
Database



A powerful yet simple to use database with extensive features enhancing your potential to store important information EASILY.

- Easy definition of columns for categories of information such as name, house number, street, town, county, postal code, phone number etc. - no unfamiliar commands!
- Built-in routines for rapid label printing
- Print/mail merge with word processors
- 'Memo' feature, acting like a 'Post-It' note, to enter large amounts of text within any record

£39.95

**Amigas with floppy or hard drives running Workbench 1.3 or later and a minimum of 512K of free RAM (HDs - 1Mb)*

All prices include VAT @ 17.5% but exclude the cost of your preferred delivery method when ordering by mail.

SoftWood ...Naturally Better

If you would like to place an order or require full specifications for Final Writer 4, Final Writer 4 Lite, Final Calc or Final Data 3 - Call us on...

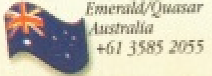
01 773 521606






SoftWood Products Europe Limited, (Department **CUA**), *New Street, Alfreton, Derbyshire. DE55 7BP FAX: 01 773 831040*


SoftWood Inc. United States +1 602 431 0949


Emerald/Quasar Australia +61 3585 2055


Oberland Germany +49 6173 65001


C.I.S. France +33 57 89 11 40


ProComp Sweden +46 4727 0845

...more memory/latest Workbench may be required to access all graphical features fully. If in doubt, please ask.

Breathless

■ Price: £29.99 ■ Publisher: Power Computing © 01234 273000



A third generation Doom clone is here and it's great. Get in the pasta, pop open a Peroni, unclog the Espresso machine, take a deep breath and hold it ...

Fields Of Vison are an Italian development team with close links to their brains. Here is a company that sat down, thought hard about what they'd like to do and then did it, They disregarded the theoretical limits of the Amiga and said something like "we will produce the game we want, and to hell with those too stingy to upgrade". So they did. They produced a 1x1 pixel dream game that needs acceleration but looks spectacular.

OK readers, you can start breathing again.

I won't bore you for long with the details of the plot. You kill or be killed. There are four worlds, each subdivided into a number of levels. The earlier levels are all indoors and have you wandering around dim-to-bright corridors, opening doors, pressing the Alt (fire) key continuously and running like Billy-o to a shooting vantage point every time a big bad alien with a large gun appears. On later levels you get to run around in fog or even in open air, opening doors and pressing the Alt key even more feverishly, while running away like a rocket powered Billy-o every time three massive evil aliens attack you with unfeasibly large weapons.



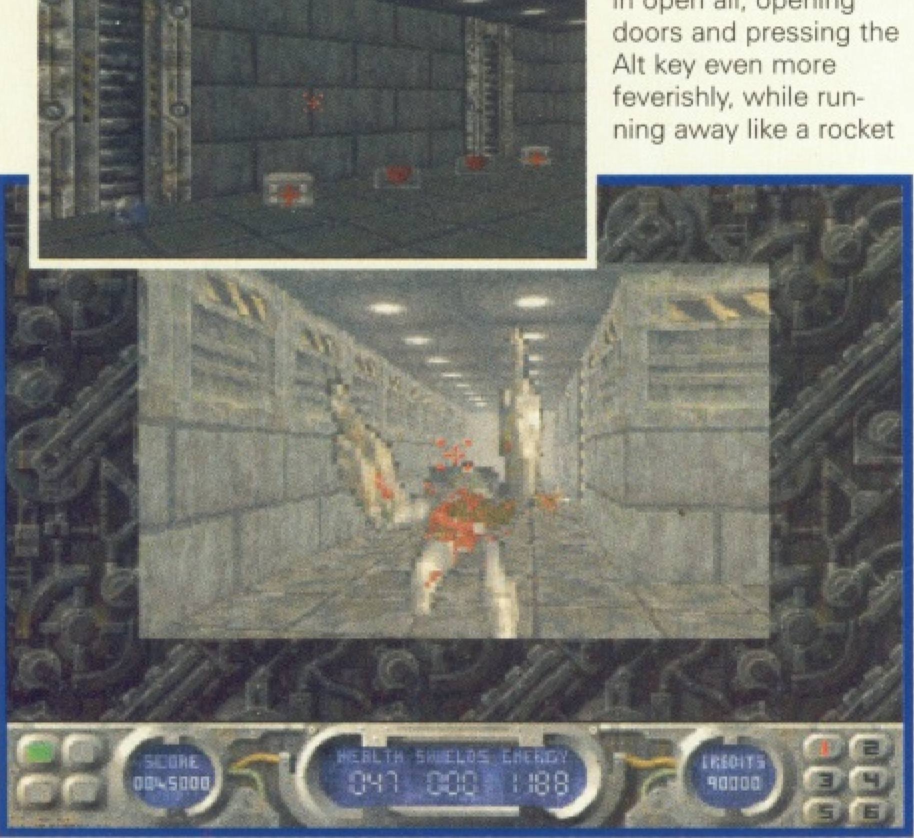
▲ "Oy big head! Get outta the way!" I yell foolishly as a heavily armed warrior whom I really should be running away from crosses my path.

▲ Oh look, it's some Breed. Wrong game mateys! Turn left at the M1 and drive to Wakefield.

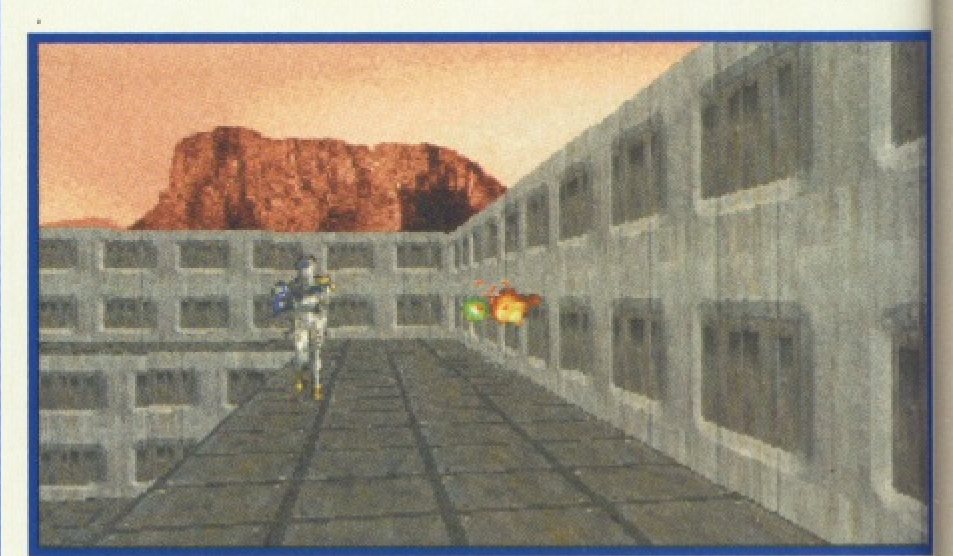
It's great fun, honest. The keyboard is absolutely chocker-block with functions. The keypad allows you to increase or decrease resolution and screen size – a major advantage on less powerful machines. It also allows you to look up or down. There are three angles of each, using the 7 and 1 buttons while 4 centres you again faster than you can say 'doughnut'. While on the move the shift key allows you to slip sideways, while Ctrl lets you run. It's all nicely balanced in a right hand/left hand manner and thus control becomes second nature after a short time playing. The F-keys give you access to whatever weapons you have available. Joystick control is available, and top class, but I found it easier to stick to the keyboard as you still have to use it even in joystick mode if you want to change weapons, run or sidestep.

Big weapons

Don't you just love it when game developers get to the point and call their weapons something decent. The weakest weapon is



▲ Top: pick up credits and health wherever you can. Above: In a misty room the bullets from my 'Simple Shot' rip the guts out of an alien fiend. Obsessed? Who me? The recoil death animations are good, as you can see.



▲ One of my enemies indulges in a spot of light celtic jigging while a terrific power bolt whistles straight past him. My aim is off and I will die very soon.

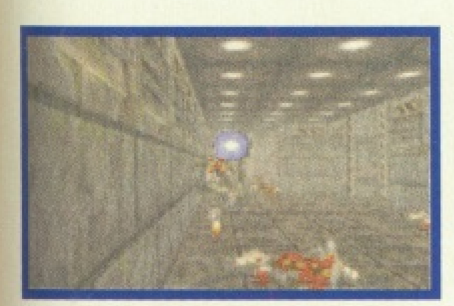


▲ Things really like running at you in Breathless. The programmers must be fitness fanatics. Some enemies will simply patrol specific zones, others will roam far and wide – and chase you into a corner.

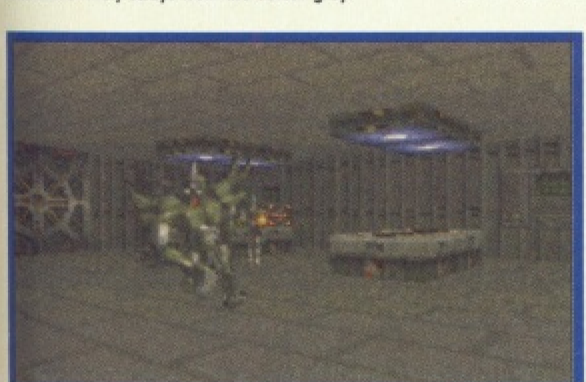
called the Simple Shot. Although the bullets are big enough they don't do an awful lot of damage, especially when you get onto the second level and beyond. I must say I haven't taken the time to count how many bullets it takes to kill a medium sized enemy but it's more than three or four, which always seems to be enough in most of the war movies I've watched. So the simple shot is a bit useless, but it will all have to do 'cos it's all you've got for the first few levels.

At the other end of the scale is the devastating and equally well named Death Machine. This little piece of kit is the equivalent of shooting a burning, explosive filled grand piano at your quarry. But even this isn't enough to down one or two of the blighters.

You can also upgrade these weapons if you have the dosh. At a certain point on each level there is a red-backed console which acts as a shop. This is accessed by walking right up and pressing the space bar. This will give you several options including Weapons, Weapon Boost and Accessories. You need credits (collected on all levels and usually guarded by aliens) to buy anything, but health, armour and upgrades for all weapons are available.



▲ Moody, foggy and dangerous. Although gorgeous, Breathless rarely strays from the colour grey.



▲ Now correct me if I'm wrong, but if I stay here for more than ten seconds this 'thing' will be using my dead butt as toast rack.

The main screen is divided up into the playing screen and the icon bar at the bottom. This is by far the neatest presentation of any game of this type so far. The three key readouts are Health, Armour and Energy. Health has a maximum reading of 100 and if you hit zero you die.

The more armour you have (to a maximum of 200) the less health lost when enemy ammo hits you. This also decreases though as you are shot. Energy is *Breathless'* bullets substitute and although there is a theoretical limit of 9999 units of energy this is impossible to accumulate. Write in and tell me if I'm wrong, but you must have one hell of a cheat if you do.

Energy works for whatever gun you use, but the bigger the gun the more energy it uses.

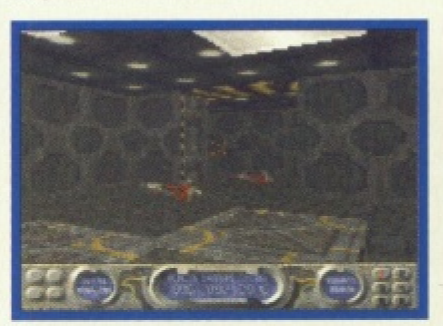
Speed!

I said at the beginning that *Breathless* needs an accelerator. This is not strictly true, although it does play to its maximum with one. We played it on a standard A1200, one with 4Mb Fast RAM added, one with a 28MHz accelerator and one with a 50MHz accelerator. No surprises for guessing what it was best on. But anything will make a difference. I got addicted to the smooth graphics and found it difficult to play in chunk mode so on the standard A1200 I had to put up with a very small screen. Fast RAM lets you increase the size of this screen, and every incremental increase in RAM and processor speed thereafter improves the game.

Big is better ...

Breathless leaves you, well, breathless when you look at its graphics but with four definition levels and five screen sizes there is a lot to choose from. On a basic A1200 there's no getting around the fact that you either need to play it in the basic 2x2 pixel mode, in which case it looks like *Gloom*, or else you've got to scale the screen down. The problem is that once you use the option of 1x1 pixels you'll never be able to look at a 2x2 screen again. Not only is it less pretty, less clear and a bit cack, it also induces motion sickness. As your eyes get used to the top notch 3D world of full resolution graphics, they'll find it hard to focus on the blocky world of 2x2.

Because of this I was actually happier to play the game on a standard Amiga 1200 at just the second smallest screen size. Yes it was tiny, but it moved fast enough and the graphics were wonderful. Some, though will never stoop this low, so my advice is to upgrade to a decent accelerator with 4Mb of Fast RAM.



▲ In the beginning there were Doom clones with 2x2 pixel resolution, and the people were happy. But the Lord was uneasy about this bit of imperfection.



▲ So the lord did sayeth: thou shalt have very high resolution. And it came to pass that in that Italy Pixel 3D didst listen to him and implement 1x1 in his glory.



▲ This is the standard default screen size. On a basic Amiga 1200 this size with chunky graphics will move fast enough for anyone's liking. So you can have a rollicking good time.



▲ While full screen, 1x1 pixel mode (above) is all very well but if you don't have an accelerator then it's useless. This is a more practical size. They think I'm mad.



▲ "Looking down into your eyes (come on sing along), I see the future floating past me". One of the many really cool things about Breathless is the ability to look up and down, and shoot things in either direction.

Not that it needs much in the way of improvement. I was a bit sceptical about depth and difficulty on the first level, but once you get used to all the moves, start building up weapons and gain some cash to spend in the shop you realise that there is a lot more to the game than at first look. Having been taken in by how good looking *Fears* was, then let down by its playability, I was dubious about *Breathless* at first. More concentrated play and the consequent increase in success but it in perspective: this game plays well almost as well as it looks.

Before I go any further though I have to make a comparison with *Alien Breed 3D*. While there is no doubting *Breathless*' graphical superiority I'm still in two minds about whether I prefer it or not. The graphics certainly add masses of feeling to the game and the various enemies are perhaps more difficult to kill. I also much prefer *Breathless*' presentation: there's no stupid looking rubber glove on the information bar (which Team 17 ridiculously claimed was intended to represent a heart), everything is clear, neat and concise. But *Breed* had a dark atmosphere to it, the likes of which I've only felt playing *Doom* on PC. The creatures look really evil (even if they only look evil in a blocky sort of way) and it sends a tingle down my spine. *Breathless* is more efficient, more business like, but hasn't as much heart (rubber or not), or colour.



▲ A large beast dies and the last of my power bolts is wasted. It takes plenty of energy to kill an enemy this large.

An offer you can't refuse ...

Upgrading your Amiga can be an expensive business, but we've teamed together with Power Computing to make it a little bit easier. Because *Breathless* is so demanding of processor power we asked Power Computing to give CU Amiga Magazine readers an exclusive opportunity to purchase an accelerator or RAM board from them at a 5% discount. If you purchase *Breathless* and are fed up with 2x2 pixel resolution or a screen the size of a postage stamp, all you have to do is choose what accelerator you want to buy from Power Computing's advertisement in this magazine and apply for a 5% discount by providing proof that you purchased the game. To qualify for the discount you will have to provide them with a receipt and registration document and also the score box from this review. For more details on this EXCLUSIVE CU Amiga Magazine offer (valid until February 29 1996) contact Power Computing, 44A/B Stanley Street, Bedford MK41 7RW. Tel: 01234 273000.



But ...

With both Black Magic and Team 17 developing new versions of their respective titles to compete, *Breathless* has certainly shook up the scene, like *Gloom* and *AB3D* did in 1995. At the moment though there's nothing like it and I'm following it's murderous path to destruction at every available moment. Once you've seen these graphics it's difficult to contemplate returning to the old ways. ■

Alan Dykes

BREATHLESS

A500 / A500+ / A600 / **A1200** / A1500 / A2000 / A3000 / **A4000**

OS Version	3.0+
number of disks	3
RAM	2Mb
hard disk installable	yes
graphics	95%
sound	79%
lastability	90%
playability	94%

OVERALL
Big, beautiful and brash. Brilliant. **92%**

Player Manager II extra

■ Price: £25.99 (AGA) ■ Publisher: Anco ✆ 01322 292513

When this game arrived in it was hard to find any difference, apart from the obvious graphical ones and a bit more speed in the player section, between it and the original.

In *PM2 Extra* they've really gone to town, with higher resolution rendered laptops and secretaries, all intended to look cool, modern and sophisticated (presumably). But in fact they succeed only in looking like are dressed up plastic mannequins. If you're going to use renders they have to be used in the right place.

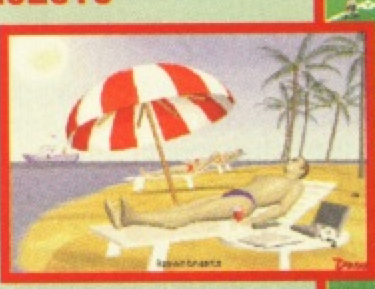


▲ Forget about shirt hangers, just leave a couple of old mannequins in the changing rooms.

Player Manager 2 is most similar to Ascon's *On the Ball*, but the biggest difference is the fact that you can sit down and play the game properly with a joystick if you want. Your aim is to raise a team from division 2 capable of winning promotion to the Premier League as well as competing in Europe. You are pitted against three other managers who can be either computer or human controlled. These guys are pretty smart too.

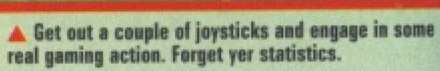
In terms of options you can do everything from from dealing with sponsors to creating new tactics and carrying out specific training programs. Like *On The Ball*, dealing with players forms a central part of *PM2* but there are limitations. You can only renew one contract or buy one player per week and there's no option to give a player a free transfer. It's also not possible, say, to buy a player for money as well as conducting a player swop. These aspects are irritating.

The big change in *PM2 Extra* is that the graphics have all been upgraded. Each section of the game from the board room to the manager's office is represented with artwork, accessed through the open side of a building and it's all that bit brighter and cheerier. I'm still not happy with the layout of these screens, though. Some of the rooms have very few objects to look at and are a bit of a waste of time, it could have been dome much more compactly.



▲ Highly original mannequin on beach scenario.

The tactics editor is still brilliant though. If this is your area of interest then *PM2* stands out as the best. Tactics can be created from scratch and it's also possible to move players anywhere on the pitch in a very precise manner.



▲ Get out a couple of joysticks and engage in some real gaming action. Forget yer statistics.

All in all, *PM2* is a very competent management simulator and if you like the *Kick Off* series then you'll enjoy the *Kick Off* playing engine. However, with *SWOS* now even more management orientated and *Ultimate Soccer Manager* still high in the charts, *PM2 Extra* has a tough battle ahead. Though still a solid game it's not that much better than the first version to warrant an upgrade unless you're a real fan. ■

MD

81%

VISIT OUR NEW WEB SITE

http://www.flevel.co.uk for latest prices & bargains

NEW THIS MONTH

Books - Connect your Amiga

A Guide to the internet, Lans & BBS & online Services by Dale L.Larsen - This is by an ex C= member of the Amiga Networking Group. Well written comprehensive, this is a must 254 pages £11.95.

The Multi-Data Machine gives you a 4X CdRom plus a 650M removable in one half height drive. The Fourth Level software includes the advanced tools for removable media which have until now, only been available on the Mo-Miga (FLD`s top of the range 1.3Gb M.O. system). Ami-FileSafe - the new filing system which has taken the Amiga market place by storm - is also included along with with Full CDRom support.

Prices: *Internal SCSI2 £510.00+VAT = £599.25*
Options: E*xternal add £ 45.00+VAT = £ 52.87*
Oktagon Card *add £ 95.00+VAT = £111.62*

Warning if you use a hard drive using FFS then if your machine crashes or you reset whilst writing to disk then your drive will most likely be invalid.
Get protected now with AFS.
All our HARD DRIVES are shipped with AFS
New LOW Prices
Phone for details - SCSI, IDE all types available.

NEW AMIGAS need AFS

Play safe. Dealers can supply AFS as standard.
AFS protects your hard drive from invalidation. Choose a dealer who can supply your new A1200 & A4000 with AFS as standard. Get safety *and* vastly improved performance.

REMEMBER THE MOTTO -
NO AFS!! - NO DEAL!!
Dealers & Distributors- call 0117 955 8225 for OEM details

Envoy £45.00 incl VAT

Amiga Envoy is the standard Amiga peer-to-peer networking software developed by Commodore`s Amiga Networking Group.
"Cool" -
Dave Haynie, Ex C= Senior Hardware Engineer
We are Sole European Distributors

And NOW ZIP Drives shipped with AFS



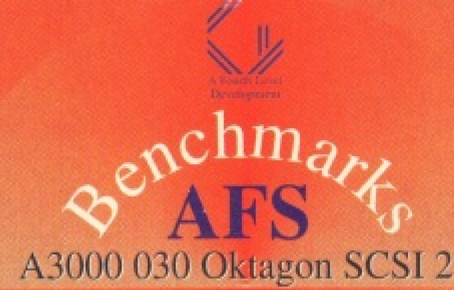
Fourth Level Removable Media Networking Tools included

Commodore Death Bed Video £ 14.00 Inc Vat

By the master -- Dave Haynie
Brilliant personal video shot by Dave Haynie. Over two hours of recollections, stories & action by the C= people. This is a video you must not miss.
!! The Christmas present for every Amiga fan !!

Another Fourth Level BrandedProduct:
DISKSALV 3.5 AFS with free upgrades to V4AFS includes FFS bug fixes & file recovery for AFS £40.00 inc VAT
This enhanced version is a result of the combined work of FLD & Dave Haynie
Shipping NOW!!

The Essentials:
AFS User £29.75 Pro £79.75
See the performance Now with Undelete!!
P&P EEC £ 3.50 Other £ 6.50
Dice V3 £98.75
P&P EEC £ 5.50 Other £10.00



Benchmarks AFS

A3000 030 Oktagon SCSI 2

Test	FFS	AFS	Units
DirScan	409	1780	Files/Sec
CreateFile	227	1073	k/sec
ReadFile	244	1363	k/sec

Seek and write 4bytes (start & end)
x100 53.6 Sec 4.4Sec

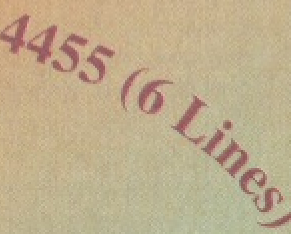
Commercial C Compiler for Amiga which has been continuously supported & developed to become the most reliable and user friendly package.
Sole Distributors Europe Africa, Asia
(Except France & Germany)
Fully Internet Supported from our server!

Ftp: ftp.flevel.co.uk
Email: sales@flevel.co.uk

Fourth Level Developments Certified Amiga Developers 0117 985 4455 (6 Lines)

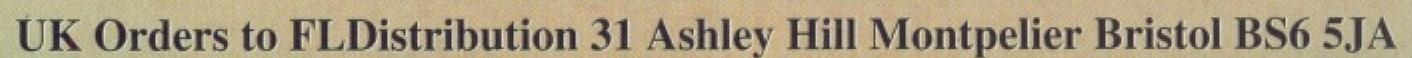


Distributors
UK: FLDistribution
Germany: Stefan Ossowskis Schatztruhe
Sweden: Orebro Videoreklam
Italy: Db-Line
South Africa:MLSystems
USA: AIM
Distributor & Dealer Enquiries +44 (0) 117 955 8225



Access





UK Orders to FLDistribution 31 Ashley Hill Montpelier Bristol BS6 5JA

Speris Legacy

■ Price: £24.95 ■ Publisher: Team 17 © 01924 267776



▲ "You fool, stop biting my knee" the King of Sperisland told the over zealous young adventurer.

Look, it's definitely not Zelda, right. No way. Enter a cute adventure game like no other (nearly) and become king if you can.

Have you ever sat back and thought just how ridiculous the plots of most games are? Take *Speris Legacy* for example. A king has two sons. One is evil and twisted and the other is good. The evil one is heir to the throne but because he has black magic rituals in the basement of the castle (playing *Gloom*, no doubt), his father disowns him and makes the good one heir. Not long afterwards the evil son kills the good son and the kingdom is thrown into chaos. However, the good son luckily made an agreement with a mate that should he be murdered he, instead of his evil brother, would succeed to the throne with the king's permission.

I mean really! Could you imagine QE2 collaring the Prince Of Wales playing *Gloom* in the basement of Buckingham palace, disinheriting him and making Prince Edward heir? Then Charles bumps Eddie off, but lo and behold, the young prince has made an agreement with a mate of his to take over the throne if such a thing ever happened? What would the Prime Minister say? What would the London taxi drivers say?

And so yet another game with a hopelessly ridiculous plot ends up packing the RAM on my Amiga, a game which we cover disk demo'd and previewed six months ago but subsequently fell behind and teetered on the brink of not being released at all.



▲ This map allows you to travel back and forth between villages. Cute eh?

▲ Cho, what a lad. Kipping in bed while he's supposed to be out chopping down flowers, killing strange Pacman-like baddies, collecting gems and tracking down the bad guy, Gallus.

Are you ...

Yes, *Speris* nearly didn't get released, but Team 17 have given the Amiga a reprieve because of the reception both *Worms* and *Alien Breed 3D* got, and *Speris*, soon to be followed by Alien *Breed 3D Whatever* (*AB3D 2* hasn't got a name yet) are the fruits of this reprieve.

The plot is as outlined above, except the hero is called Cho, the bad guy is called Gallus and the murdered Brother is called Kale. You enter the game with Cho getting out of bed and what you do next is up to you. I mean this. You walk out of his twee little cottage and can wander the length and breath of *Speris* City for hours doing nothing if you please. Only by talking to people will you get hints at what comes next and soon a scenario will build up and you'll be off collecting weapons, useful objects and teleporting around the place like a Star Trek veteran.

Apart from moving in four directions (via joystick or keyboard) there are four main interactive functions Cho can execute. He can use a weapon, talk to someone, look at something or pick something up. All of these are accessed by pressing the fire button. Which course of action he will take depends on who or what he is confronted with. Most 'people' (and I use this term loosely) will talk to Cho. Some will have little to say, others will be extremely helpful. However, the baddies, easily recognised as various blobs, mutants, suits of armour and aliens, will not talk so pressing Cho's fire button automatically attacks them. Some of these enemies are devilishly difficult to keep aim on though.

Shhhhhh keep it under your hat!

Would the real *Zelda* please step forward. *Zelda* (not at all like *The Speris Legacy*) first appeared on the Nintendo Entertainment System (NES) way back in 1987 and introduced video game players to a world of magic, mystery and danger. The story is based in a place called Hyrule and centres around the Triforce of Power. When Princess Zelda learned that Ganon had acquired a piece of the Triforce, she broke it into eight pieces and hid them before she was captured. A young man called Link learns of the Triforce and Princess Zelda and sets off to rescue both. Since the original version, there was a second game on the NES called *Zelda 2: The Adventures of Link* as well as versions on the Super NES, *The Legend of Zelda: A Link to the Past* and Game Boy *Zelda Links Awakening*.

If Cho is able to talk to someone a tiny speech bubble will appear above his head as they approach. Pressing the fire button brings up a text screen which usually contains a menu of statements or questions. Sometimes you will have to choose Cho's statements carefully, other times the conversations will be short. If he can look at something and give you a description a little eye will appear over his head.

lookin' at me ...

To start a fight you need weapons and *Speris*land is happy to provide you with them at a price. This price will either be lives or money. I say lives because some of the enemies have a habit of knocking energy off Cho and when his energy bar becomes empty you lose a life. To reach weapons you need to avoid or destroy the enemy, the advantage of the latter being that you can collect the gems the bad guys leave behind when they pop their clogs. These will pay for more weapons and objects in the shop and from casual passers by.

Weapons can be accessed either through handy keyboard shortcuts or via an inventory. This is divided up into Weapons and Objects and Cho can use one weapon and one object at a time. Sometimes it is necessary to combine weapons and objects, like hand grenades and matches while particular weapons or objects are required to defeat particular types of enemy or get past specific obstacles. Cho even has at his disposal a pair of *Zelda*-like boots which enable him to travel super-fast. And just so you know that *Speris* is not at all like *Zelda* they're called Speed boots, as opposed to Pegasus boots.

Punk?

*Speris*land is a pretty big place with lots of locations and rather too little to do. What I said at the beginning about wandering around aimlessly can stop becoming a joke after a while. *Speris* is difficult, not too difficult, just frustratingly so. There are precious few hints as to what you need to do next and sooner or later the endless meandering begins to wear you down. There is a save option that allows you to enter and leave the game speedily and (I do appreciate these touches you know) if you've forgotten to format a save game disk it will allow you to do this without interrupting the game.

With just average graphics (some of the characters and objects are a bit blocky) and a tuneful backing track that changes with location, *Speris* is a nice adventure but nothing special. I kept playing it out of duty more than enjoyment, though when you do actually succeed at something it is a hoot. Some of the interaction is funny but a lot is not.

Speris had more potential though. With better interaction more puzzly things to do, allied to more guidance in solving what puzzles there are it would have held my attention much better. ■

Martin Davies



▲ A nice little bit of religion never did anyone any harm, now did it?



▲ Using the shield is effective against baddies but you won't chop down any flowers.



▲ The inventory screen. Cho has got: a sword, some bombs, a shield, a knife, a pair of speed shoes, a box of matches and a strength potion.

SPERIS LEGACY

A500 · A500+ · A600 · **A1200** · A1500 · A2000 · A3000 · **A4000**

- O/S Version .... 3.0+
- number of disks 3
- RAM 2Mb
- hard disk installable .... no

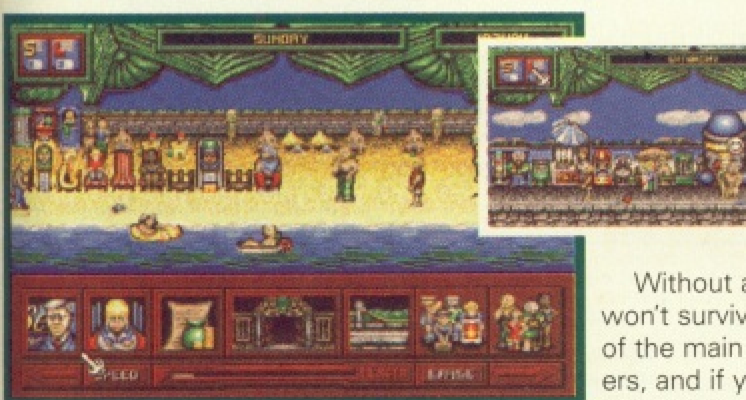
graphics	71%
sound	78%
lastability	79%
playability	74%

OVERALL
A long adventure but short on fun. **74%**

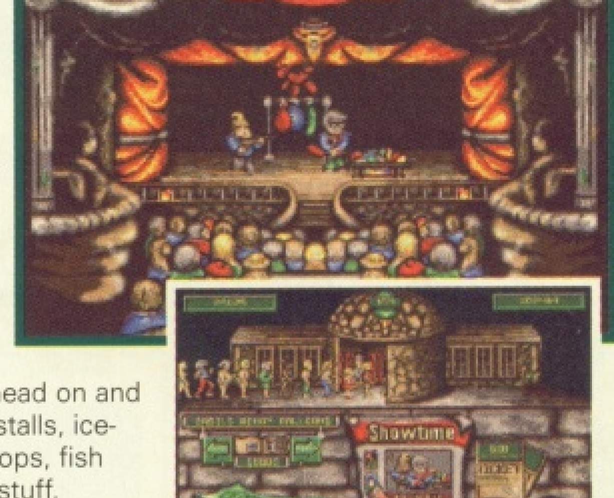
Hillsea Lido

■ **Price: £12.99** ■ **Publisher: Vulcan Software ✆ 01705 670269**

Look after the pennies and the pounds will take care of themselves. Maybe not in this case.



▲ Above: a busy beach. Icons at the bottom from left: shop, warehouse, balance details, show, promenade, workers, punters. Inset: a thriving prom.



▲ Our show for tonite Ladieess is Basil's Bendy Balloons (see top).

A poor man's *Themepark* some might say: and they'd be right. The idea behind both games is the same, you're given a stretch of land and left to use your business acumen to create a thriving resort. However the similarities end there, because *Hillsea Lido* lacks the superb graphics and sound of Bullfrog's *ThemePark*. But don't damn the game just yet, it's from the same stable as *Vallhalla* and *Timekeepers*, and the latter was a minor hit last year.

It's showtime

It really is all fun and games. To get your resort off to a start you need to book cabaret. There are five wacky acts to choose from for the show, which runs once a week. They're fun to watch and Vulcan have kindly provided an option to skip the show if you don't want to sit through it all again. This is handy because there are only so many times you can sit through Basil's Bendy Balloons. The idea though is that you earn enough cash to book a more expensive show. And the more expensive the show the higher price ticket and the more cash you get your hands on.

Without a show you won't survive, it is one of the main cash earners, and if you forget to book one, your outgoings such as staff payments etc will quickly soak up your slush fund and you could find yourself in the spiralling vortex of debt. If you find this too difficult you can always load one of your earlier saves.

Advertising the show is also very important, otherwise no-one will turn up. You can do this by clicking on the little man with the billboard at the bottom of your screen. Other guns for hire include cleaners, lifeguards, a cash collector (invaluable for raking in your earnings) and wideboy security men to protect him while doing his rounds.

Moneygoround

The overall aim of the game is to make the resort as nice as possible so you get lots of visitors who will pay to go to your shows. But the show is not the only way to make money in *HL*. There's whole host of money spinning items. You can start off small: a few deckchairs for the beach and some donkey rides and Punch and Judy shows for the kids. Then as you make more money you can buy things such as dingy hire, water skis, speed boats and paragliding facilities. The same goes for the promenade. You can begin by putting a few small attractions here and there: fortune telling machines and teddy grabbers or you can put your business head on and aim to set up postcard stalls, ice-cream shops, coffee shops, fish and chips, all the usual stuff.

This is where the economics side comes in as you get to set the selling price of your goods and your staff's commission. You've got to balance it right. Too high a price and no-one will buy, too low a commission and your staff will be upset. Keeping the shops stocked is also important. A quick call to the warehouse will sort this out, though at times the availability of goods can be unpredictable.

How you decide to manage and plan your resort is up to you. As well as making money you've got to keep your visitors happy. Clicking on the group icon bottom right will quickly tell you what they want next for their beach or promenade. They don't like dirt; if you don't keep the maintenance up on your shops and keep the place clean they'll soon let you know using an annoying *Valhalla* style 'awwwh' cry.

As well as keeping things clean for the punters you also need to keep things clean for the health and safety inspector whose visit you are forewarned about by messages which flash intermittently across your screen. These updates let you know what's happening on the other screen. You need to impress the inspector otherwise you mightn't get those lovely cash awards at the end of the week for clean beach and promenade facilities. Other cash awards include length of resort and number of visitors.

HL is entertaining for a while, if you don't mind dodgy sprites and those annoying *Lord Of Infinity* noises. After a while though it becomes boring and ends up being too repetitive without any real reward. The novelty wears off and soon you really don't care whether the show is booked, the ice cream shop is empty or Joe's cafe is filthy. You just want to leave your little people to perish in squalor. ■

Lisa Collins

▲ The four on the left are the prom boys: cleaner, cash collector, bill boarder and wide boy security. On the right we have the same except there's a life guard instead of the security bloke.



▲ The shop: here you can peruse the SeaDreams catalogue and purchase some items or just buy some land by clicking on the sand pile.

HILLSEA LIDO

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

workbench version	1.3+
number of disks	2
RAM	1Mb
hard disk installable	yes

graphics	50%
sound	55%
lastability	50%
playability	70%

OVERALL **65%**

Good idea but could have been better executed.

Pinball Prelude

■ **Price: £19.99** ■ **Publisher: Effigy ✆ 01526 834020**

What about Start Trek Next Generation? What about Judge Dredd? Where are my fave pub pinball tables then, eh Effigy?

Phew! The whole world stood back and gasped when Alternative Software released *Thomas The Tank Engine Pinball* a couple of months ago. At last someone other than 21st Century had caught on to the idea that pinball was big business. Even if a kid's cartoon train was a bit naff as a pinball subject and between it and *Pinball Mania* you weren't exactly spoiled with quality.

Effigy seem set to change this trend with *Pinball Prelude.* I'm not sure whether I like the idea or not but as well as the three tables included in *Prelude* you will apparently be able to buy more on an individual disk basis. According to Effigy if they achieve 2,000 sales they will be able to release a new data disk. 5,000 and a new game will be released.

I guess what I dislike about this marketing approach is that even for £19.99 I would have liked four or more tables. The three supplied are good but you can't help feeling cheated when you open the box and they are already selling more. But I will admit that the idea gets around the lack of availability of pinball games and as long as the quality of the tables keeps up then, well, what the hell.

Past, present ...

The three tables supplied in *Pinball Prelude* are themed around the past, the present and the future. The past and future are almost unrecognisable as conventional pinball tables. I mean come on, have you ever played pinball with four caveman clubs or five light sabres? But they're fun.

The 'Prehistoric' one is a simple affair but easily one the most scenic table I have ever played. It's like taking a stroll through Jurassic Park. Although pinball purists won't be excited by the gameplay the combination of humour, top class music and SFX and novelty value will not really disappoint anyone. Instead of loops, alleys and bells it contains grunting dinosaurs (a T-Rex skull and a Tricerops) a river and a series of symbols on a grassy knoll indicating passing time, spinning vortexes and inventions. Congrats, Effigy, on making a break with tradition and succeeding.



▲ Above: 'Future' ... cloudy, polluted and staffed by robots. Above right: The rather odd 'Prehistoric' table.

The 'Future' table is even more bizarre, with a top-down view of a Blade Runner-esque rendered city and what is described as a ball droid, which looks a bit like a coloured marble. The best bit are the flippers: they're green light sabres! Smart. The SFX used mean that whenever you move a flipper it makes a pretty genuine Star Wars light sabre sound. Despite these innovations it's the least enjoyable of the three tables.

The 'Present' table is much better. It looks like a current pinball table, which means you're on familiar ground immediately. It's themed around communications with a satellite dish, a TV remote control (or is it a mobile phone), what looks vaguely like a laptop computer and a football match. One of the really nice touches included is that when the ball enters the football match section it actually changes temporarily into a football. Otherwise though the ball doesn't look very convincing.

The music and sound effects are without doubt the best in any pinball game. If you buy it, do yourself a favour and plug it into a stereo because you won't regret it. You can individually change the volume of the music and sound effects, getting the right balance for your tastes and there's also a switchable filter which smooths out the sound and cuts out some of the higher frequencies.

It's not easy to score highly in *Prelude*. Unlike say, *Illusions*, where you can blast away almost aimlessly and still chance upon 20,000,000, in *Prelude* you need to work the combos and pick up multiballs to really get results. There are three difficulty levels.



▲ The 'Present' table. All tables scroll smoothly up and down, left and right. Hey, it's a goal!

Original thinking

I was highly impressed with *Pinball Prelude*. Each table comes on a single, separately loading self contained disk so there is no swopping between games etc. The quality of the graphics is very good and the amount of original lateral thinking used on the tables is admirable. In the final analysis I found that the tables lacked really long term excitement (especially 'Future') and the sort of edge that a genuine pub pinball table provides, but don't let this put you off. It's much better than *Tomas Tank* and knocks the socks off past masters 21st Century's *Pinball Mania*. And when you beat the master, the world is at your feet. Or something. ■

Alan Dykes

PINBALL PRELUDE £19.99

OS version	3.0+
number of disks	3
RAM	2Mb
hard disk installable	no

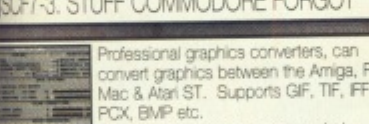
A500 A600 A1200 A1500 A2000 A3000 A4000

A1200	
graphics	87%
sound	93%
lastability	82%
playability	82%

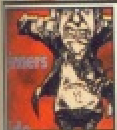
OVERALL More Pinball! More MORE! **84%**

EPIC MARKETING
AMIGA SOFTWARE

Basically this is a 3 disk compilation of tools which should really have been on Workbench. eg: Virus Killer, Fast text editor and displayer. Menu system, File manager. A few Workbench games and more. Only £7.00
☐SCF7-3. STUFF COMMODORE FORGOT

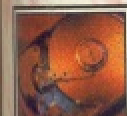

Professional graphics converters, can convert graphics between the Amiga, PC, Mac & Atari ST. Supports GIF, TIF, IFF, PCX, BMP etc. Kickstart 2 or above recommended. Only £5.00
☐GFC5-2. GRAPHICS CONVERTERS


Little Office consists of a powerful Wordprocessing package, a spell checker, A diary system, a name and address database, and a powerfull spreadsheet. Kickstart 2 or above. Only £7.00
☐FC7-3. LITTLE OFFICE

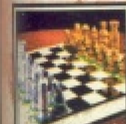

If you've just purchased your Amiga you may be a bit boggled how you use it properly. Well this five disk set takes you through the CLI/Shell, Workbench step by step showing you every thing you need to know. Only £9.00
☐ABG9-5. AMIGA BEGINNERS GUIDE


A collection of over 100 popular and more unusual printer drivers. Supports the canon, Panasonic, Star, HP, range of printers aswell as hundreds more.... Very easy to use installation procedure. Only £3.00
☐DRV3-1. PRO. PRINTER DRIVERS

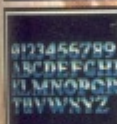

Over 130 top quality colour images from the Lion King cartoon film. Each image is stored as ready to use IFF so can be imported into ANY paint or Desktop publishing package. Only £6.00
☐LKA6-3. LION KING CLIPART


The disk doubler can liturally double the space available on your hardisk. If you've got an 80mb drive you'll end up with over 130mb. runs on any Amiga silently in the background. Only £5.00
☐EPU5-2. DISK DOUBLER

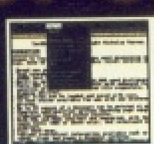

The Professional mono clipart collection consists of 10 disks featuring hundreds of VERY high quality mono images. Subjects are included like: Xmas, Animals, Transport, People, Eyecatchers etc. Only £13.00
☐GFX13-10. PRO. MONO CLIPART

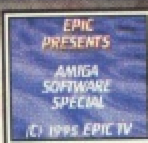

The Ultimate Chess & Tutor 2, suitable for any 2mb+ Amiga. Contains tons of inbuilt speech, and great graphics. Suitable for the learner of semi-pro. Only £7.00
☐JIT7-3. CHESS & TUTOR 2


With this language tutor you could learn to speak either SPANISH, FRENCH, GERMAN, ITALIAN OR JAPANESE. Easy to use, and easy to understand???? Only £8.00
☐LTP8-4. LANGUAGE TUTORS


Hundreds of Very high quality professionally finished colour clip fonts for use in any Paint package. Excellent for Video work, demo making etc. Only £5.00
☐CCF5-2. COLOUR CLIP FONTS


Get your finances in order with this unique collection of home finance software. Keep track of your monthly outgoings: Petrol, Gas, Electricity, Mortgage, Rent etc.... Only £7.00
☐FIN7-3. HOME FINANCE


Text Engine is the easiest to use Wordprocessor package available on the Amiga. It even includes a competent Spell check feature. Suitable for all Amiga's. Only £3.00
☐TXE3-1. TEXT ENGINE

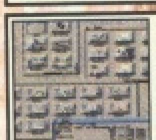


A six disk collection of Video titling tools, video wipes, fonts, Video titlers, Subtitle generator, Video backdrops etc..... Suitable for use stand-alone or inconjuction with Scala etc.... Only £12.00
☐VID12-6. VIDEO TITLING TOOLS


Around 50 scalable compugraphic fonts for use with Wordworth2&3, Pagestream, Workbench 2&3. High quality printout from 5point upto 100point. Only £7.00
☐PSF7-3. COMPUGRAPHIC FONTS


Mono Pagesetter clipart contains hundreds of great mono clipart images for use in any version of Pagesetter. Subjects include: Animals, People, Transport, Hi-tech, Computers, Sports, etc.... Only £3.00
☐MPC3-1. MONO PAGESETTER ART

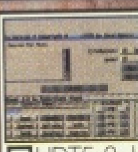

Miscellanous colour clipart images. Around 100 in all covering: cats, dogs, cars, trees, planes, boats etc... Suitable for use in any Paint or Desktop Publishing package. Only £9.00
☐CCP9-5. COLOUR CLIPART

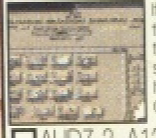

Magic Workbench is an inovative replacement Workbench. Gives you a completley new 8 colour updated Workbench. A hard disk is highly recommended. Various extras disks are available seperatly. Only £3.00
☐MWB3-1. MAGIC WORKBENCH

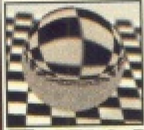

An updated 2 disk version.... Contains dozens of DIY hardware kits, like how to fit your A1200 into a mini tower PC case, build your own sampler, memory expansion, CD32 Link lead etc, etc. Only £4.00
☐HWP4-2. HARDWARE PROJECTS

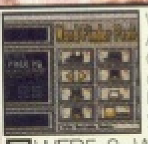

Contains Three superb easy to use Typing tutors for the Amiga. Suitable for the complete beginner or anyone who at the moment types with one or two fingers... Only £3.00
☐TYP3-1. TYPING TUTORS


News maker is a simple to use colour Desktop publishing package. Import your own graphics, text etc. Compatible with all popular printer makes. Only £4.00
☐NRL4-1. NEWS MAKER

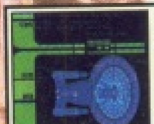

A collection of essential hard drive maintenance tools. Like: disksalve 2, HDbackup, HD Menu system, Virus Checker, and dozens more. Only £5.00
☐HDT5-2. HARDDISK TOOLS


If you've just got a new A1200 hard disk then to prep & install it correctly you'll need the correct software. This software comes supplied on 2 disks. If your gonna do it, do it properly. Only £7.00
☐AHD7-2. A1200 HARD DISK INSTALLER


An essential collection of disk recovery & salvage tools for any Amiga. Weather a floppy or your Harddisk has concieved an error this package will see you alright. Easy to use. Only £5.00
☐DRT5-2. DISK RECOVERY TOOLS


Word finder Plus is the most powerfull AMiga crossword solver available to date. Can solve anagrams, crosswords etc. contains a dictionary of over 50,000 English words, and you can easily add your own. Only £5.00
☐WFP5-2. WORD FINDER PLUS


Essential for Beginners is a collection of files essential for the smooth uninterupted use of your Amiga. All the most asked for libraries and Viewers are included like More, Muchmore, PPmore, etc. Only £2.00
☐EFB2-1. ESSENTIAL FOR BEGINNERS


Three Stratrek games. Includes: Startrek the Arcade game. Stratrek TNG, and the Original Startrek. Decompresses to SIX disks. Only £6.00
☐STG6-3. STARTREK GAMES


Play your old Commodore 64 games on your Amiga. Includes around a dozen of the most loved C64 games and the latest and fastest available C64 emulator. Remember the good old days! Only £5.00
☐CBM5-2. C64 EMULATOR & GAMES

Create your own fascinating 3D magic eye images with ease. This package includes The Random Dot Stereogram generator and a number of ready to use images. Only £3.00
☐RDS3-1. MAGIC EYE KIT

A powerfull set of cataloging tools. Catalogue your Record, CD, Video and disk collection with ease, and search on any aspect or field. Suitable for use with Kickstart 2 & 3 only. Only £5.00
☐CTG5-3. CATALOGUERS

Dozens of easy to follow recipies. If your a budding Ian Beele or Floyd then this gourmett cookbook is just the thing for you. You'll be a professional in no time. *(Be sure you test your cooking on your In-laws first!)* Only £3.00
☐GCB3-1. GOURMET COOKBOOK

It's time to put on your shorts and dig the garden.. NOT. Now the best way to get out of doing this is to use the excuss that you are far to busy designing the garden to actual do it!. Only £3.00
☐GRN3-1. 3D GARDEN DESIGNER

There are over 1000 Amiga viruses currently "doing the rounds". So catching one isnt a hard thing to do. This collection of Virus killers is updated regularly. So you can be sure you'll be able to detect and kill all known viruses. £4.00
☐VIP4-2. VIRUS KILLERS

If you've got a tempremental Amiga the The Engineers Kit is what you need. You can test your Drives, Your Hard disk, Memory, Keyboard, Sound chips, graphics chips, Mouse, joysticks etc.... Only £3.00
☐ENK3-1. ENGINEERS KIT


Play hundreds of classic Spectrum 48 games on your Amiga. This very easy to use Emulator will run on every Amiga. The faster your machine the faster/smoother the games run...... Games include: Skool daze, Manic miner, Little computer people, Monty mole, Startrek, The Sentinal, etc...
Pack1. (SPE5-3) Speccy em & 50 games. Only £5.00
Pack2. (SPG15-7) 100 classic games. Only £15.00
Pack3. (SPG35-33) 400 classic games. Only £35.00
Pack4. (SEH40-1) Speccy em, 50 games and tape deck interface. Only £40.00
(CD119) Speccy Sensation2 CD Only £17.99
☐SPECCY EMULATORS

Startrek Magic Workbench backdrops. An interesting 2 disk collection of Magic Workbench Startrek 8 colour backdrops. If you love Startrek you'll love these. Only £5.00
☐STB5-2. STARTREK MAGIC WB

THE EPIC COLLECTION
Amiga CDROM Version2

Contains every one of these advertised titles plus thousands more of our most popular floppy based software titles on one giant CD-ROM. Now you can purchase the entire Epic collection in one go. This compilation contains hundreds of megabytes of Amiga software. Features a superb new multimedia Amiga frontend. Catagories include: Colour, Bitmap, Compugraphic fonts & Adobe fonts, Graphics converters, Music tutorials, Beginners guide, 3D stereogram generators, Hundreds of Sound FX and samples, Virus Killers, Hard disk installer & tools, Various Hardware projects, A number of classic demo's, Hundreds of games including Shoot'em ups, Mind teasers, Puzzle, card, arcade, board games etc *Supplied with printed Index catalogue.
(CD100x) Only £19.99


Classic card games consists of around a dozen superb card games like Poker, Solitaire, Craps, Montana, Pontoon, Blackjack, Klondike, Spades, Golf, Rummy and more..... Only £10.00
☐CRD10-4. CLASSIC CARD GAMES

A new replacement 2 disk Workbench that features: Startrek Icons, Backdrops, and amusing sound samples whenever you do anything wrong. Suitable for Kickstart2&3 machines. Only £5.00
☐TNG5-2. NEXT GENERATION WB

Classic Board games includes Amiga variations of Scrabble, Monopoly, Cluedo, Backgammon, Chess, Othello, Tiles, Tic-Tac-Toe, Cribbage etc. Only £10.00
☐BDG10-4. CLASSIC BOARD GAMES


Every Amiga Emulator includes emulators for : Gameboy, Commodore 64, Commodore VIC20, Various IBM emulators, Spectrum emulators, Sinclair QL, Atari ST etc. Only £5.00
☐AEP5-3. EVERY EMULATOR

A collection of Lottery Winners. Help your self beat the Lottery with this superb disk. Every week let your computer generate the Winning? numbers. If you play the Lottery then get this disk.......Only £5.00
☐LWP5-1. LOTTERY WINNERS

Arcade classics V2 contains variations of classic games like: Space Invaders, Frogger, Missile command, Asteroids, Q-Berts, Omega race, Centrepede etc. Suitable for any Amiga. Only £5.00
☐ARC5-2. ARCADE CLASSICS 2

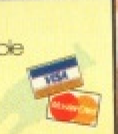
Around 100 high quality Amiga Bitmap fonts. Suitable for use with almost any Amiga package, Including DPaint, Workbench, etc. Font sizes start at 6pt upto 50pt. Only £7.00
☐FNT7-3. FANTASTIC FONTS

Order line:
01793 514188
Fax Orders. 01793 514187
SWITCH VISA MasterCard

UK Office, Open Monday-Saturday. Please make cheques payable to: EPIC. P&P in UK = 50p total. Overseas P&P = £1 per title. Catalogue disk available @ £1.00

EPIC MARKETING (AUSTRALIA)


The Epic Collection version2 CDROM *(order code: CD100x)* is also available from our Sydney based office for just $40 + $2.00 P&P. Send your order to:
EPIC. 36 Forest Road, Heathcote, NSW. 2233. Australia.
Tel: (02) 520 9606 Fax: (02) 520 6077



PRIORITY ORDER FORM
NAME ____
ADDRESS ____
MACHINE ____
PAYMENT METHOD ____
CREDIT CARD DETAILS ____
EXP DATE ____

PLEASE SUPPLY *ITEMS*	*QTY*	PRICES INC VAT £££
TOTAL GOODS VALUE		£
POST & PACKING		£
AMOUNT ENCLOSED		£

E-MAIL: epic@epma.demon.co.uk   Trade enquiries welcome. Telephone 01793 490988 or Fax 01793 514187

Soccer Stars '96

■ **Price: £34.99** ■ **Publisher: Empire Interactive ✆ 0181 343 9143**



If there's one thing better than a football game, it's a box full of 'em. Matt Broughton opens his present from CU Amiga and writes a Thank You note to Santa.

Though the Amiga's game software has been a bit unpredictable over the last few years, one genre that has always had a steady stream of releases is the soccer simulation. Empire Interactive have, in their infinite wisdom, recognised that there are tons of excellent footy products out there, and as such have put four of them into one box and offered it to the punter at a bargain price. Of the four there's only one I consider to be less than spectacular, so let's get that plop out of the way first!

Just one stinker

ANCO's *Kick Off 3: European Challenge* is, in my books, sadly lacking. Going for a side-on view, it's the only game out of the four that I could hardly be bothered to play (but I did 'cause that nice Mr Dykes pays me in turnips he do). It's got pretty much all the content you'd expect from such a product, only really wobbling once the arcade matches start. The feeling of being in control is slack, and there are just too many silly problems that make playing the game a drag. It also fails that age-old test of seeing whether you can score every time from a diagonal shot. Not one I'd recommend, however...

Moving on to more positive issues, we come to the four disks of love known simply as Ascon's *On The Ball*. Now *OTB* is a bit of an anomaly, as it's a management-only game, but one that I love. The reason for this is all down to the presentation. Rather than being presented with dull, lifeless screen upon screen of text results and static statistics (you try saying that with your mouth full) each section of the game is accompanied by some gorgeous animations and player representations. Train the team and you'll actually see the little fellas running about on the pitch. What's more, they'll actually be practising whatever you've assigned them, passing, shooting, penalties, whatever! Add to this the actual match graphics featuring huge and colourful players moving around with grace and finesse, and you're onto a winner.



▲ Premier Manager 3: excellent management game.

▲ Fifa: good footy action.

To cap it all, it's not just the appearance that draws praise; the content of the game itself is also worthy, with absolutely everything you'd expect from a management game. Certainly there are screens full of boring player stats, but with pretty backgrounds! (and let's be honest, that's what sad, hard-to-please managers like me are after at the end of the day).

Suffice it to say that this is the management game to go for if you hate the standard style adopted by such games. Which brings me (like a trained BBC anchorman) to our next contestant ... Gremlin's *Premier Manager 3* is (and let's not beat about the bush here) the third in the Premier Manager series (and I bet that was a shock to many of you!) *PM3* is a sort of halfway house between the text manager and the colourful likes of *On The Ball*. It relies more on statistics and traditional management antics for the majority of its content, but thanks to some excellent presentation, still keeps things looking groovy throughout. Another bonus in *PM3*'s pants is the way in which it represents the actual matches. Fairly obviously, there isn't an arcade section within the game, but a pitch is still shown, charting the progress of the ball and players at a speed you set. As with all management games, how much you get out of a game really depends on how much you put in, but with *PM3* you can get right down to the level of knowing each team member intimately. If you're the sort who just likes to buy players occasionally and do the odd bit of messing around with formations before pressing the button to get the result – fine. You'll have some fun, but you won't get as far as the manager watching all of his players and negotiating with contracts and other club manages. Still, damn good stuff in either case.

And lastly we have EA's *FIFA International Soccer*, as good a version of *FIFA* as you'll get on the Amiga. It's an isometric-viewed soccer game and though a tad slow when compared to the likes of the mighty *Sensi*, it allows for some excellent play and a high level of control. The player looking for trick shots and tasty headers should find something to suit his taste here. And, er ... what more is there to say? It's brilliant.

Excellent

And so, my CU chums, this package is an excellent one. Forgetting *Kick Off 3*, everything is highly recommended; with two very different but excellent management games and one superb arcade game to get into. Empire Interactive – I thank you! ■

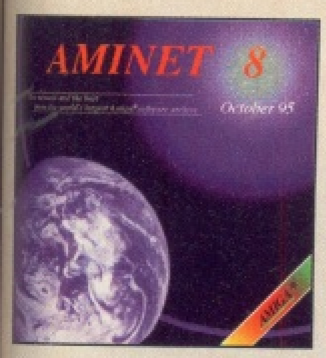
Matt Broughton

SOCCER STARS '96

workbench version	A1200
number of disks	12
RAM	2Mb
hard disk installable	Varies

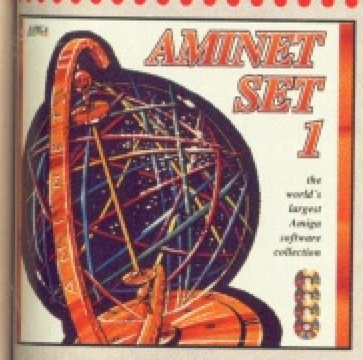
A1200	
graphics	na%
sound	na%
lastability	na%
playability	na%

OVERALL
An excellent compilation featuring some classics.
91%



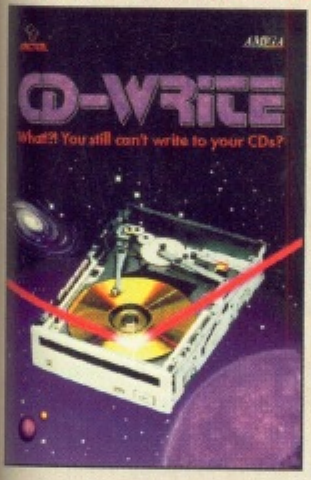
Aminet 8

...et CD 8, dated August 1995, consists of approximately 1,1 ...s of software in 3600 archives. Since the release of Aminet ... more than 540 MB new software has appeared. The current ... has a special focus on modules, more than 1000 mods from ... were included. User friendly access software makes the ... CD 8 a pleasure to use. £14.95



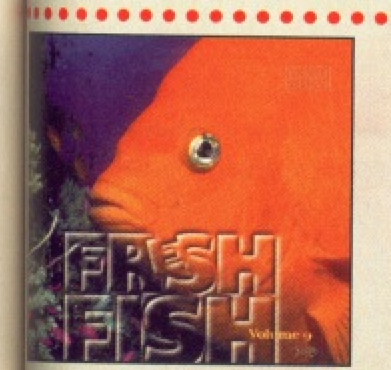
Aminet Set 1

...is the world's largest collection of freely distributable Amiga ... Up to 10.000 users access the vast archives every day ... less programmers publish directly via Aminet. Until recently ... to Aminet was restricted to international network users. With ... Set 1, consisting of 4 CDs, the complete archive is published ... time. This CD-ROM-collection, which is dated January 1995, ... almost inexhaustible reservoir of top-value Shareware. A ... variety of programs is included: Applications, Games, Demos, ... Mods, Animations, Developer-Material, ... It contains ...mately 4 gigabytes of software in 12.500 archives and you ... the comfortable user-interface. £29.95



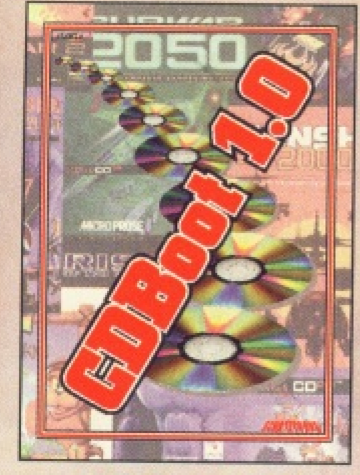
CD-Write

...! You still can't write to your CDs?! CD-ROMs have long been ... part of Amiga computing. Many users already own a ... drive, and the number of software packages available on ... increasing steadily. Until now, though, it was not possible to ... CDs. We have solved this problem with our new revolutio... product. Ralph Babel and Stefan Ossowski's Schatztruhe are ... present what can be considered a marvel of technology: ... enables you to virtually write to CDs with an ordinary CD-... drive. From now on, you will be able to write, delete, and mo... on your CDs. This product will take you into a new era, and ... be able to utilize CD-ROM technology to its fullest. £44.95



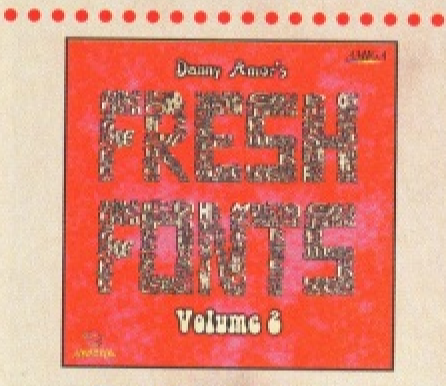
FreshFish 10

...Fish CD-ROM-series, produced directly by Fred Fish, provi... users with hundreds of megabytes of the latest freely re... software. Published approximately every two months, ... is a two CD set containing new submissions since the ..., as well as an ever growing selection of tools, libraries, ... and other useful material that is updated with every



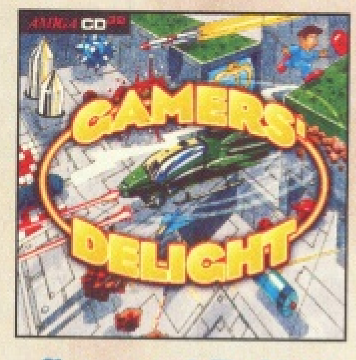
CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). £19.95



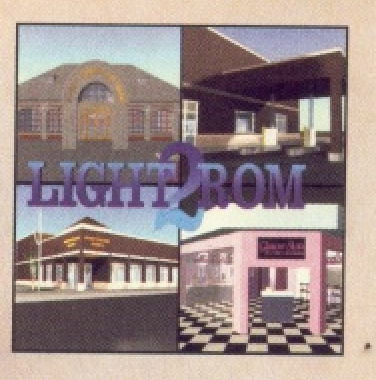
Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95



GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) form...



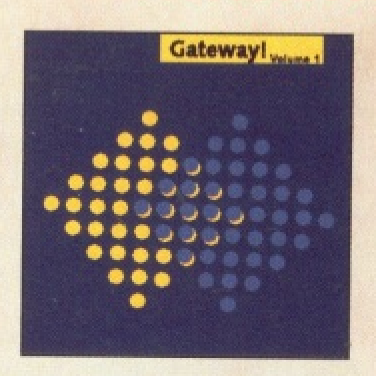
LIGHT ROM 2

The LIGHT ROM 2 CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave rela- ted text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



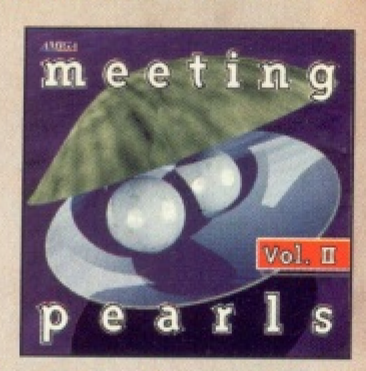
da capo

The da capo CD-ROM is a source for high-quality music, both for listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules. Many modules and samples are exclusively to da capo. Included are more than 1400 of the best available modules and 2000 high-qualioty samples. £27.95



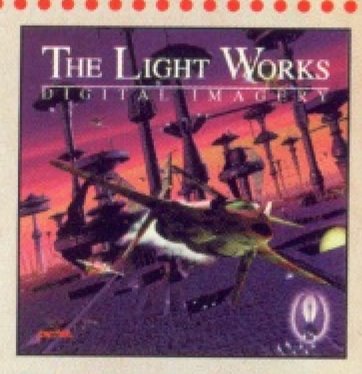
Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95



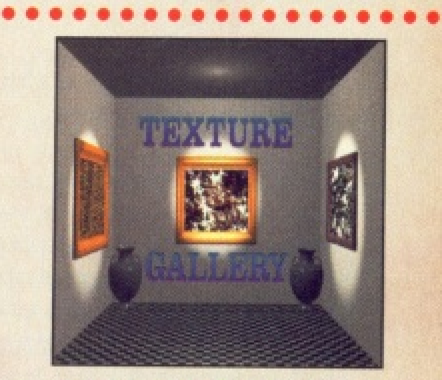
Meeting Pearls Vol. II

The Meeting Pearls Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data -15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... £9.95



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £29.95

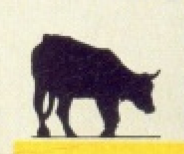


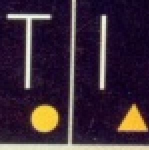
Texture Gallery

Texture Gallery is a 2 CD-ROM set containing over 1.3 gigabytes of textures designed for graphic artists. Included are hundreds of 24 bit textures in several different formats, including IFF, TARGA, JPEG, PICT, SGI, and TIFF. These textures are perfect for use with 3D programs like LightWave 3D and can be used to create bump maps. All of the textures are represented in thumbnails renderings for easy previewing. £44.95

All products are available in your local Amiga-shop or through national mail-order-companies

International Distributor:

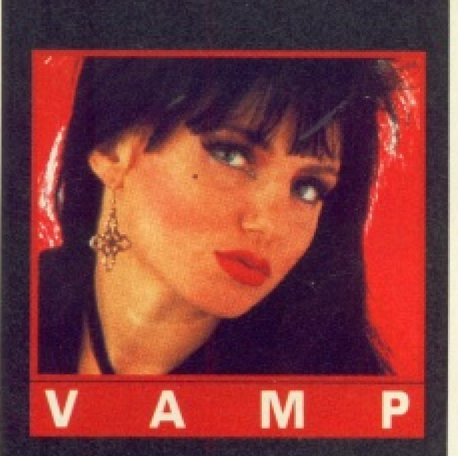




GTI
Grenville Trading International GmbH
Zimmersmühlenweg 73
61440 Oberursel · Germany
Tel +49-6171-85937
Fax +49-6171-8302



Adventure Helpline



There's nothing that our own Queen of Darkness likes doing more than solving adventure games. If you're stuck for an answer, why not drop her a line and let her get her teeth into something juicy?

Future Wars

I have been unable to get out of the office (the room with the map). And that's only the second room! Please help.

'Name and address withheld to avoid embarrassment.'

Here's a walkthrough for the first bit. Take bucket, operate open window, examine wastebasket, get plastic bag, go to bathroom, open medicine cabinet, take insecticide, open toilet door, examine floor, get flag, use bucket on sick, go to north in office lobby, use bucket on north door, walk to east door, examine carpet, take key.

Operate east door, go east, close door, examine cupboards below library, use key on second cupboard from left, examine typewriter, note number, operate drawer in desk, take paper, close drawer, examine military map, put flag in hole in map.

Leisure Suit Larry 3

As Patti, I'm stuck trying to find Larry in the bamboo forest. I have the bottle of water, but the manual says I need nectarines. Help!

Mr Preece, Mid Glamorgan.

It's not nectarines you need it's a song. If you look in the game's manual you'll find the one I mean. The answer to the maze is to use the first letter of each word like this: North, north, east, east, north, west, north, east, north, north, north, west, west, south, west, west, north, north, west, north. (Don't drink any water until you get to the point where you have become delirious and lying on the ground.) When you emerge from the forest at the other end you must travel north to reach the river where you can have a drink.

Secret of Monkey Island II

I am really stuck in this hard game and I can't find the 4th piece of the map.

Daniel Stubbs, Dover.

Go to Booty Island and take part in the spitting contest. (Don't males have some disgusting habits. I can only be grateful it's not the other contest that males all take part in. The one where you write your name in the snow)

Mix blue drink with yellow drink. Blow ship's horn. When Spitmaster is away pick up flags and switch their places. Use the green drink with the crazy straw and go to the Fault Line. When you see the woman's sash flap in the breeze, spit once and collect the prize. Take the prize to the shop and sell it for 6000 pieces of eight. Try to buy the map, then do the deal to find 'mad monkey'. Go to Phatt Island, to the library, and look under D for disaster in the card index. Ask librarian for the book Great Shipwrecks. Read book to get the co-ordinates. (33N, 89W) Hire Captain Kate's boat and go to the co-ordinates. Dive to the galleon and get the monkey head. Take your prize to the shopkeeper.

Dungeon Master

I am having trouble opening two doors on Level 6 – the one with the Riddle Room. One of the doors is near to the 'Test Your Strength' corridor.

I'm also having trouble opening an iron gate. I'm sure that the answer is something to do with throwing something through the holes in the gate which is then magically transported back to you. It used to work, but it doesn't work now.

Peter Bowers, Oldham.

You simply pick your strongest character and get him to throw something down the corridor to land on a pressure plate which opens the door. If you are wandering around with a gang of wimps then you should first give one a strength potion to drink.

The gate problem is solved by operating the wall lever then placing an object in the transporter field which appears. This opens the gate and gets you the key.

In the corridor with the message, If you want to stay alive soon after entering the room there is a button to press which opens a secret room on the far left.

There is also a room which opens when you step on a pad, then closes when you get off. To enter that room you must lure a skeleton onto it, then freeze the rascal with a magic box.

Operation Stealth

I have got as far as swimming through three screens when I come back to town (after breaking out of the cave). I have spotted a man on the beach, but I have no money to enable me to buy from him. Am I in the right place? Should I have done something first? I have obviously missed something, but what?

Mark Russell, High Wycombe.

You've obviously broken the first rule of travelling – 'Take twice as much money, and half as many clothes.' I take very few clothes with me when I go on holiday and I find I have a much better time.

Do you recall that when you went to the bank to convert your money into local currency you 'used' the notes on the bankteller? Well you should have done it twice. Remember, boys and girls, if a thing is worth doing, it's worth doing twice! But then I say that to all the boys.

Simon the Sorcerer

I am stuck at the part where you have to find stew for the Gollum and I cannot find the stew anywhere. I know I need to make an axe, but I cannot find anything to make an axe from.

Rachel Cook, Penshaw.

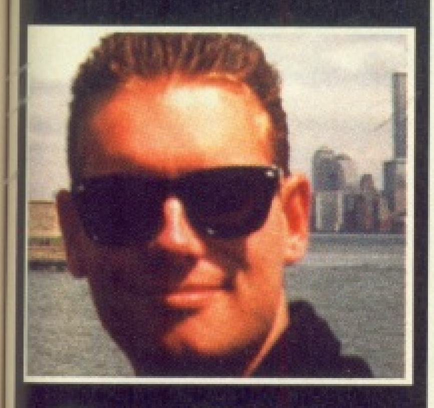
To start with you must have the specimen jar from the Druid's house in the village. Once you have that you can go to the Swampling's treehouse and he will give you all the stew you want. Ask for another helping and store it in the specimen jar. Keep eating stew until he leaves.

The axehead is made out of the mithril ore which the palaeontologist will find for you if you first find a fossil in the icy wastes using a metal detector. ■

"If all the boys lived over the sea, What a good swimmer Vampyra would be." If you've got a little problem and would like Vamp to help you out, drop her a line at CU Amiga Magazine, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.



REMEMBER, THERE ARE THREE KINDS OF PEOPLE: THOSE WHO CAN COUNT AND THOSE WHO CAN'T.



Snip Tips



Time flies by when you're having fun, eh? It seems like only yesterday I was writing Snip Tips and here they are again already! Tsch, they grow up so fast these days. Or something.

PREMIER MANAGER 3
Gremlin Interactive

We're forever getting calls about these bloomin' phone numbers, so here are a couple to keep you going, courtesy of Matthew Rix from Huntingdon.
343343 gives you £1.2M.
400040 gives your players a fitness rating of 99, a moral of nine, and makes them able to play with both feet.

FEARS
Black Magic

David Swann from Birmingham has a nice little cheat for this interesting Doom would-be.
First get your ammo level one to 18. Next go and stand in some lava and press the help key.
Now die! Restart the game and the help key can now be pressed to restore all your health and ammo. Yahoo!



Fears: David Swann from Birmingham has sent in a life restoring and ammo boosting cheat for this excellent Doom clone.

ATR
Team 17

If you've ever fancied having a go at the rock-hard space levels without having to complete all of the earlier tracks, have a bosh at this cheat, courtesy of Swindon's Paul Lee. Select Battle Mode and pick the Forest Track. Chose to race on track two using the Formula One car, and then play a two-player game, letting player one win all the races. When you return to the title screen, select the Battle Mode but this time you'll be able (hopefully) to select the Space Tracks.

ZEEWOLF
Binary Asylum

Paul Adams from Chichester has a few level codes to keep things moving while you wait for *Zeewolf 2*.

Mission 5: IMAGO
Mission 9: TIBURON
Mission 13: ARGUS
Mission 17: MARTEN
Mission 21: SOCKIN

JUNGLE STRIKE
Ocean

Cripes! Not only has John Slint from Dagenham sent in some handy level codes for this excellent game but they happen to gift the player with some sixteen lives. Yes! Quite remarkable!

LEVEL 4 — XT6YXL6PF6M
LEVEL 5 — VNHYWMGZBC9
LEVEL 6 — WSFXW4MPYHJ
LEVEL 7 — THPD96PGCLN
LEVEL 8 — N4SC3756MWB
LEVEL 9 — NZY95DBR9Y6

THEATRE OF DEATH
Psygnosis

Did you know that Psygnosis is now called Sony? I know. Crazy isn't it. Anyway, a nice simple little cheat this, all courtesy of one Liz Jones from Middlesex. Type in SHED SOFTWARE as the level code for infinite ammo. Groovy huh?

GULP
Ice

Oh lordy. I thought I could forget about this game forever! Never mind, it's only level codes (well that's what my therapist says anyway – apparently it'll make those strange dreams go away!) Jesus, I talk a right old load of rubbish don't I. Er, anyway, here are the codes I mentioned about half an hour ago before wandering right off the subject. Oh yes, I forgot to mention, this is all thanks to Paul Milton from Cheshire. Ta fella.

THE LAB LEVEL
WILLOW
BROOKS
KARLOF
B-MOVIE
JEKYLL

THE SEA LEVEL
SCALES
SALMON
PIRATE
SEAGUL
WWORLD

THE TOY LEVEL
PENCIL
SKATES
VISION
GNOMES
PUPPET

THE SPACE LEVEL
AMORPH
GALAXY
ALARMS
PHOTON
LASERS

THE ALIEN LEVEL
RIPLEY
HUGGER
NATION
T-2000
ENDTHE

POWERDRIVE
US Gold

Now here's a handy set of codes and no mistake! Ta to a mystery reader who didn't include their name, but comes from Dorset. Don't forget, if you don't tell me who you are and what machine you've got, you won't get a prize!

STAGE 2 — BLJULCB-MMBBB1UDLXMHC
STAGE 3 — CBGCSFM8MBBCWSQ3XMH5
STAGE 4 — D2PB2LFX-QBBB2GU4XMHN
STAGE 5 — CLJBUCXFQBB-CLG2XXMHX
STAGE 6 — BUPB0FFFQBBD-WWYQXMHM
STAGE 7 — BQDUJB2VQBBFLNCHXMHR
STAGE 8 — CGCBNGBV3BBCJBDSXMHJ
STAGE 8.2 — B2DULB5F3BBCZD7TXMHJ

And that's your lot. Don't forget, every tip printed receives a free chunk of Hit Squad software thanks to those groovy guys and gals at Ocean, so keep 'em coming. Be seeing you ...

Get Serious

Horgan's Organ



It's been another good month in Amigaland, especially if like me you've been fortunate enough to spend the past few weeks checking out the latest kit on the market. The highlight of my month has to be HiSoft's new CD-ROM pack. This includes one of the few CD-ROM drives on the Amiga market that can shovel audio data across the SCSI bus. "So what?" you may be thinking. Well it means that you can take samples directly from CDs in a straight digital to digital conversion, hence no signal loss until you start downgrading to 8 bits, and even then the results are still amazing!

We've also had plenty of fun with the Virtual i-glasses but at the moment there's not much around in the way of 3D software. Even so, hooking into your favourite PD demo is pretty intense!

We've found room on the cover disks this month to include lots of little bits and pieces as well as the main Texture Studio program, because we know you're not just interested in one thing.

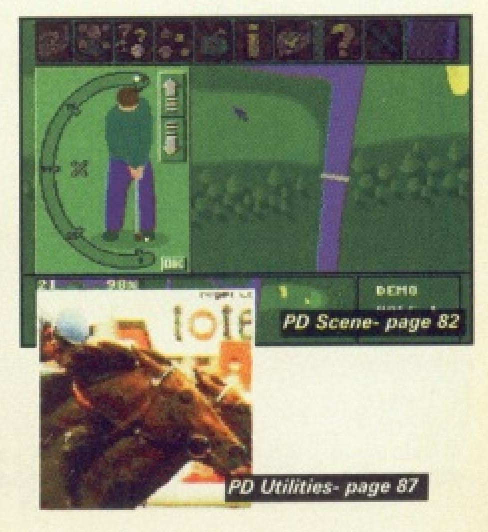
Now that Christmas has come and gone, let's hope that Amiga Technologies get on the case with a new beefed up Amiga to tide us over until the next generation machines. Perhaps they will at last start selling the A1200 in a hard drive-only configuration - until then we are going to be stuck with a market held back by an underpowered userbase - fingers crossed!

Tony Horgan
Technical Editor

Once again we're here with all the latest products rated by CU Amiga Magazine's gurus ...


i-glasses - page 69


CD-ROMS - page 80



PD Scene- page 82

PD Utilities- page 87

DiskMAGIC

■ Price: £39.95 ■ Developer: Maxon Computer GmbH ■ Supplier: HiSoft Systems © 01525 718181



Need to keep your files in order but don't like the Shell? DiskMAGIC will sort it out for you ...

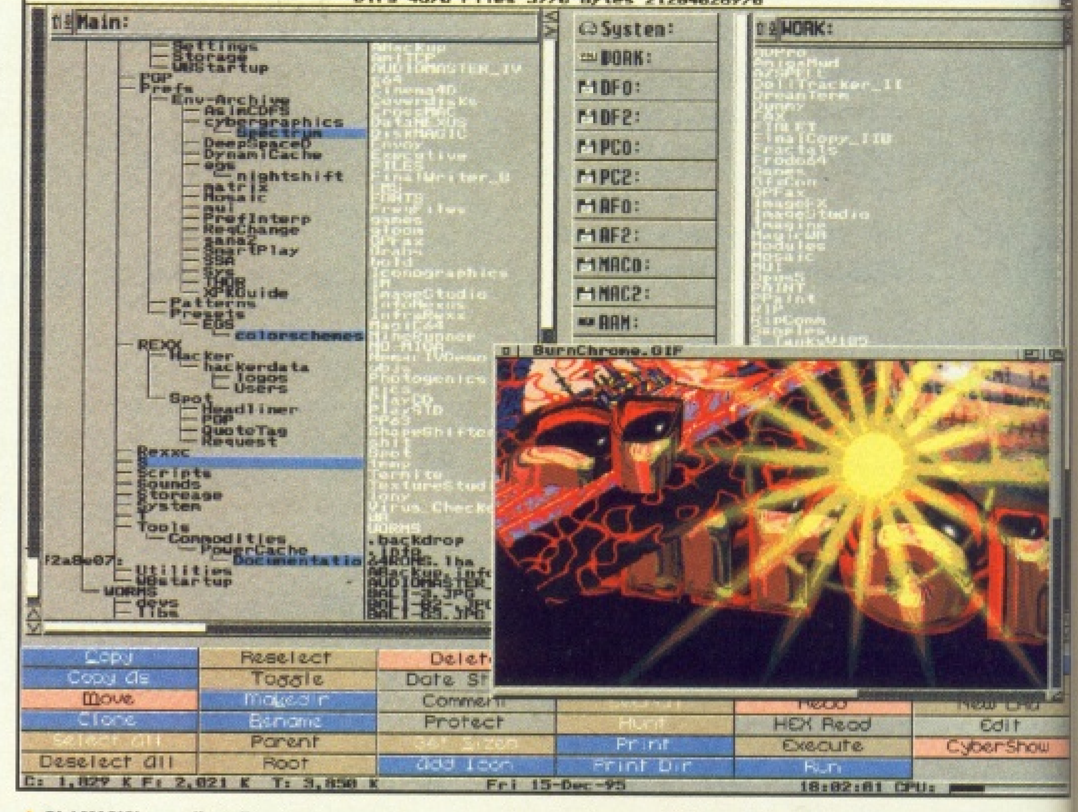
Almost everyone who uses their Amiga for something other than games will have used a file manager at one time or another. At their best, file managers offer the power and flexibility of the Shell with the user-friendliness of the Workbench. There's plenty of choice in this field (*Directory Opus, Info Nexus, Directory Work, Filer, SID, CLIMate* etc.) and they're all based around the same basic structure of two listers, one for the source directory and another for the destination. Simple tasks would be copying files from the source to the destination or running programs. More advanced uses could include all kinds of things such as viewing animations, unpacking archives or even launching custom-written *ARexx* scripts.

So *DiskMAGIC* is entering a crowded market with *Directory Opus* already a permanent fixture on many Amiga user's hard drives. However, whilst *Directory Opus 5* added lots of powerful features, it alienated some users with its move away from the familiar two-lister display. Maybe this is the break *DiskMAGIC* needs to claim the high ground midway between ease of use and powerful functionality.

Firing up

DiskMAGIC comes on a single disk with a 160 page manual. The first time you fire it up you're greeted with the traditional two lister filer with a bank of drive buttons in between. Beneath this is a bank of picturesque icons depicting the standard operations such as Copy, Delete and Move.

Modelled in the famous Magic Workbench style, the icons are nicely shaded but it's not immediately obvious what they all do. A quick glance at the manual is enough to clear this up. Once you know what they are it's easy enough to use, although they're all very similar to look at (mostly cameo pictures of the main screen overlaid with little arrows or symbols). Fortunately these can be redefined to text buttons or your own personally designed icons.



▲ DiskMAGIC's excellent directory tree can be seen here. It makes it easy to find some files hidden within subdirectories which you can then view with CyberShow.

Options, options

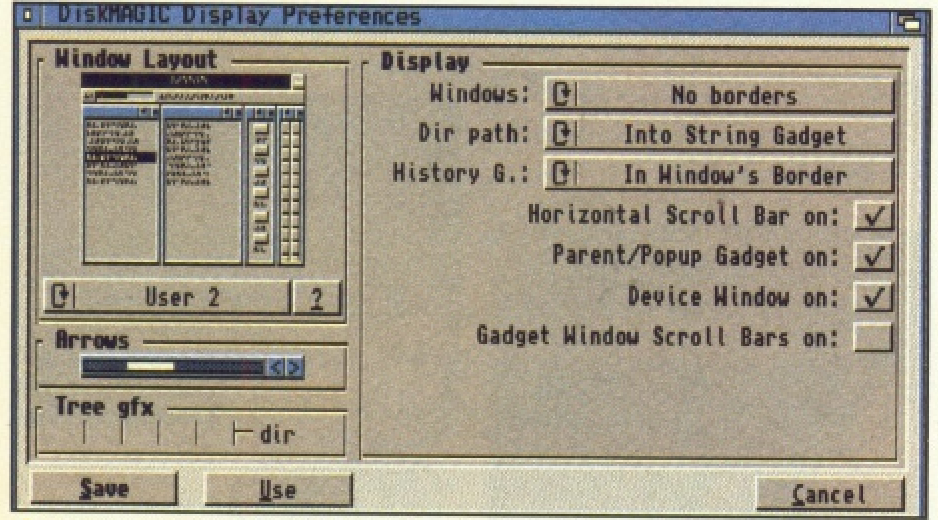
Whether it's the buttons you want to change or any other aspect of the program, there's no shortage of configuration options. The selections from the configuration menu are as follows: Devices; Directories; Display; Drag 'n Drop; Filetypes; Functions; Gadgets; Hotkeys; Icons; Menus; Mouse; Requesters; Screen; Startup; Status Bar and Viewer. Each selection has its own control window and menu bar, from which all the relevant settings can be made.

Altering the buttons and defining new ones is one of the most obvious changes you will want to make. Setting up a new button is fairly simple, although adding your own icon can be a little more tricky. You can load in IFF brushes and tag them onto buttons, but you'll need to match up the palette of the IFF clip to that used by *DiskMAGIC*, which can be fiddly. The text button option is bar far the simplest route.

Musical windows

If the standard display setup isn't to your liking you can move each element wherever you like. Before you go rearranging all the windows, listers and buttons, it's worth checking out the alternative pre-set layouts. By cycling through a number of thumbnail screen shots you can choose a completely different layout with a couple of mouse clicks.

Alternatively you can get your hands dirty and move each part around the screen to suit your specific requirements. When you're happy with the new layout, you can choose to have the windows 'set in stone' so that you can't accidentally resize or move them next time you use the program, although you can revert to any other layout should you wish to. The result is a tidy fixed window filer exactly how you like it. Otherwise you can

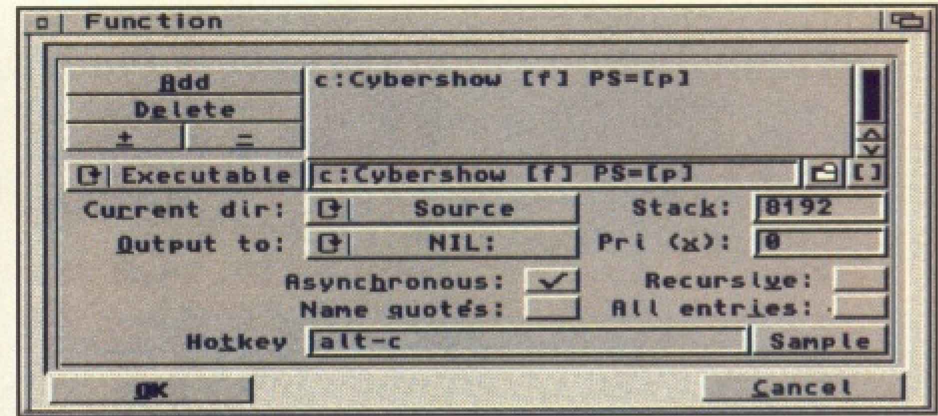


▲ In the Display preferences GUI, the user can choose between various preset window lay-outs with a small preview window showing the result. Also here the actual lister windows can be fixed in place here.

Virtual LHA

If you use LHA archives on a regular basis, you'll welcome *DiskMAGIC*'s excellent built-in LHA support. Apart from packing and unpacking LHA archives, it also allows you to work on packed archives as if they were unpacked, copying, deleting, viewing and playing files without the need to expand everything first. The program does all the fiddly bits for you behind the scenes. You just access the archive as if it was a directory. This means that you could lift a single file from a CD-ROM archive without extracting the whole lot beforehand. It's possible to do the same in *Directory Opus* if you have the right *ARexx* plug-in, but *DiskMAGIC* does it straight out of the box! DiskMAGIC is equipped with a good *ARexx* port to boot.

DiskMAGIC also has about the best built-in file type support I've seen in a directory utility. The automatic DMS handling is very handy. Add to this the powerful and intuitive file type recognition coupled with the relatively easy to use functions editor and virtually any type of file can be defined to perform any kind of action when clicked upon. Setting it up for use with specific viewers, players and so on is no problem, yet it has enough built in to be useful with no extra configuration, unlike *DOpus*. Performed in the excellent graphical environment that *DiskMAGIC* provides, it still didn't seem a hassle to spend a couple of hours creating the ideal filer environment for my needs.



▲ This is where you can edit functions. My custom CyberShow button activates the viewer and passes it the name of the file I want to view.

save the new layout with standard movable windows.

In addition to the list of currently mounted drives, you can also set up a bank of drive buttons for your main drives, directories and partitions. Creating an attractive and functional drive bank takes no time at all. Fonts for each part of the program can redefined to any that you may have on your system and altering the palette is no trouble.

Borrowed from Opus

A fair bit of the *DiskMAGIC* system looks remarkably similar to *Directory Opus* – the section dealing with defining new buttons for example. Although you won't need to use the Shell very often once you've configured *DiskMAGIC* to your needs, you will inevitably need some knowledge of Shell commands in order to program new buttons. However, the process is simplified somewhat by the button configuration GUI. Apart from entering the path and name of the relevant commands or programs you want to call from the button, you also need to set vital parameters such as whether *DiskMAGIC* should wait for the command to return, finish off a function definition and so on. It could hardly be easier to create a special button for your favourite text editor and picture viewer. Very tidy indeed.

Some other special features of *DiskMAGIC* are definite improvements on the genre. The Mac/PC style Directory Tree mode can be toggled on and off. This enables you to view entire directory structures including sub directories and files all at once. This is a superb function that makes finding and handling files a doddle with far less shuffling in and out of directories.

The positions of the tree elements can be dragged around with the mouse to peek under every stone. The price you pay for this is longer access times while it reads the directories and subdirectories – understandable but perhaps it still could be quicker. Wonderful stuff all the same.

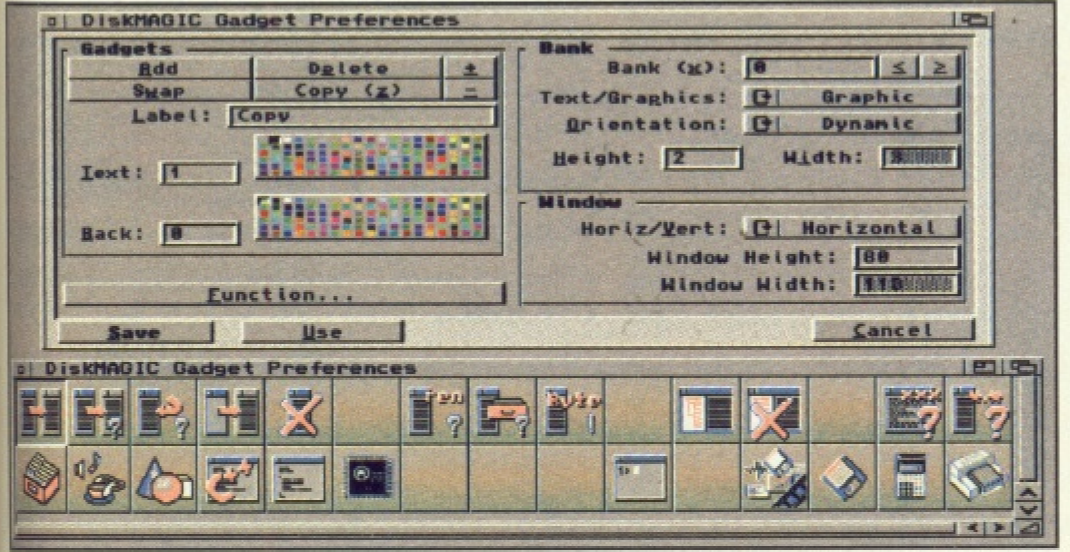
Slothenly pace

There is however a few key areas in which *Directory Opus 5* sneaks past *DiskMAGIC*. The most obvious is the rather lax pace at which *DiskMAGIC* carries out certain tasks. Making a simple change to one of the preferences GUIs results in a 10 second wait for it to 'Copy Preferences' whatever that may be. This rapidly adds up to be a little frustrating for frequent minor changes of the configuration. Also the file copying functions seem to be slower than any other file manager I've used – so much so that I called HiSoft to confirm that I wasn't doing anything wrong. They admitted that it was on the slow side but said that this and some of my other criticisms are being addressed in future versions. Good to hear that DiskMAGIC will be continually developed as Directory Opus has been itself.

I couldn't flatly recommend either *Directory Opus 5* or *DiskMAGIC* either way. *DOpus 5* is the more powerful in terms of efficiency, speed and the multi threaded nature which allows for multiple listers and simultaneous processes. If it's raw copying performance and the capability of parallel operations and even a Workbench replacement you need, then *Directory Opus* is your man. *DiskMAGIC* has the edge when it comes to ease of use and built-in support for many handy features and an uncomplicated configuration style, not to mention being a tenner cheaper. *DiskMAGIC*, unlike *DOpus*, starts simple and can become as complex as you want to improve on your configuration, whereas *Directory Opus 5* starts complex and you have to learn the ropes in order to make the most out of it. There's no doubt that *DiskMAGIC* could have the edge if it was quicker.

I almost wish the difference was more clear cut so that I could use one or the other myself. As it is I'll be loading up both for different tasks. *Directory Opus 5.x* is just around the corner and new updates for *DiskMAGIC* are touted soon. It looks like GP Soft finally has some worthwhile competition and though it'll mean beads of sweat on both developers foreheads, it'll be good news for us as we benefit from the competition. *DiskMAGIC* is a truly professional product and one purchase that I can definitely say you won't regret. ■

Mat Bettinson



▲ The Gadget preferences can either edit graphical buttons as shown or text gadgets like other disk filers. Clicking on the Function gadget will allow editing of the custom function activated when a button is clicked on.

DISKMAGIC

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Any Amiga with Kickstart 2.0 and above with 1Mb of RAM free.

ease of use..........95%
Top marks, the best of it's kind.

performance..........89%
The features are excellent but the speed that they are executed can be a problem.

value for money..........92%
A tenner less than the already cheap Directory Opus 5 is a steal for sure.

OVERALL
A directory utility oozing class by the bucket. Get it now.
92%

No 57 & 58, Top Floor
Glasshouses Mill
Nr Pateley Bridge
Harrogate
North Yorkshire
HG3 5QH

Marpet

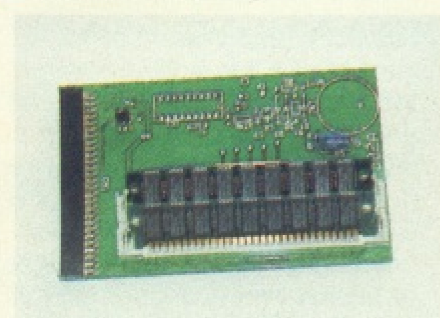
Tel: +44 (0) 1423 712600 Fax: +44 (0) 1423 712601

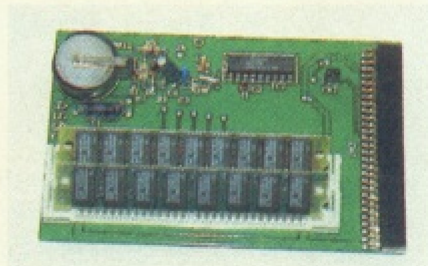
Leading manufacturers of RAM expansions to all major distributors and dealers, are offering a WINTER SALE!! of all their products, SLASHING up to 20% off recommended retail prices.

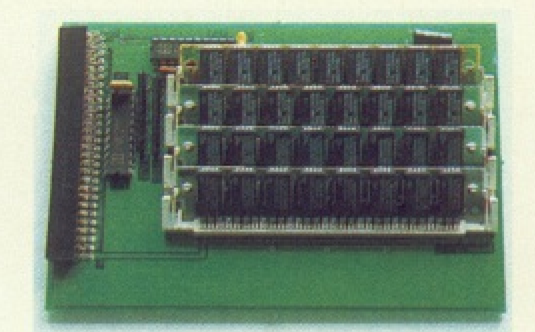
Why not purchase your requirements direct from the manufacturer?

We guarantee despatch within three days

Don't hang around. **ORDER NOW!!**

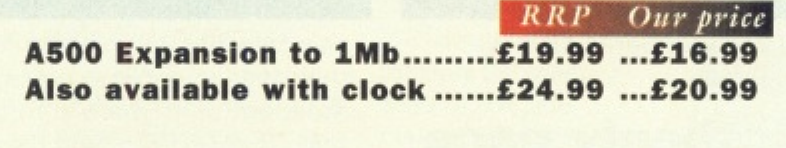




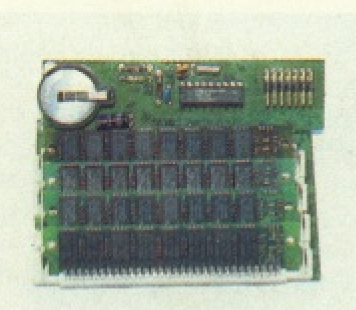


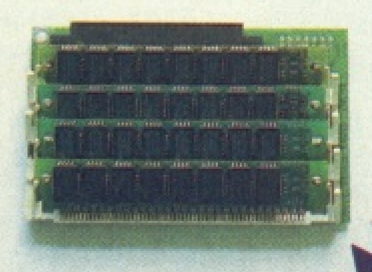
A500 Plus Expansion to 2Mb

RRP **£29.99**
Our price **£21.99**



	RRP	*Our price*
A500 Expansion to 1Mb	£19.99	£16.99
Also available with clock	£24.99	£20.99





	RRP	*Our price*
A600 Expansion to 2Mb	£29.99	£24.99
Also available with clock	£39.99	£32.99

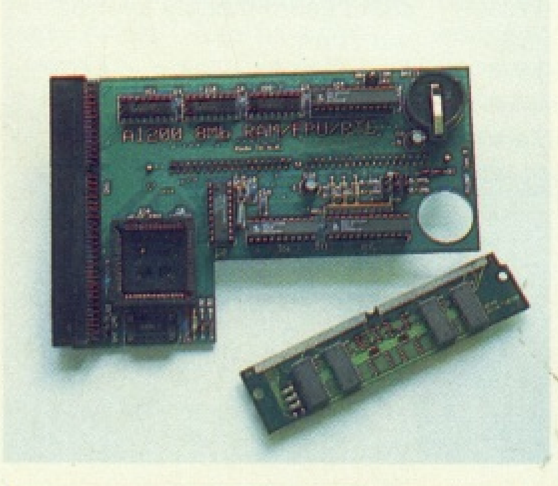
All prices include VAT and P&P

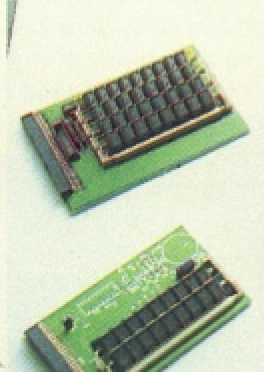


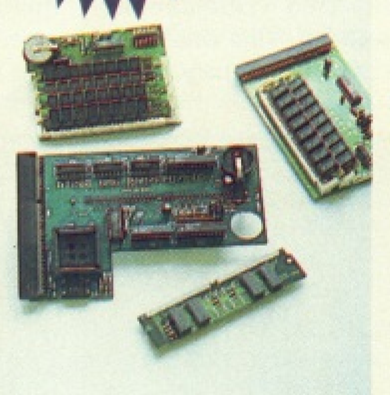


	RRP	*Our price*
External Drive (All Amigas)	£59.99	£43.99

A1200 Ram Accelerator







Uses 32bit, 72 way Simms
Built in real-time clock
Optional maths co-processor
Various configurations

	RRP	*Our Price*
0Mb	£59.99	£49.99
1Mb	£99.99	£85.99
2Mb	£129.99	£110.99
4Mb	£189.99	£160.99
8Mb	£309.99	£267.99
33MHz F.P.U. (and crystal)	£49.99	£38.99

Also S-port (connect CD32 to Amiga). With CD and networking software £21.99
A1200 internal real-time clock £10.99
Ring for best prices on 30 and 72 way SIMMS, hard drives, modems, mice etc and we will try to beat any genuine de
ACCESS/VISA welcome. 3 YEAR WARRANTY ON ALL OUR PRODUCTS!!!

01423 712600/fax 712601

Squirrel SCSI Sony CD-ROM

■ **Price: £189** ■ **Developer: HiSoft** ■ **Supplier: HiSoft © 01525 718181**

A very appealing CD-ROM pack arrives with powerful audio and video CD capabilities.



▲ HiSoft's new CD-ROM package is based around this rather nice Sony CD drive, finished off with that fetching Squirrel logo. How cute.

Now that a CD-ROM drive is considered an essential addition to most Amiga setups, HiSoft have released a new CD-ROM and SCSI interface package for the A1200 and A600.

For your money you get a Sony 2.4 speed SCSI CD-ROM drive, a Squirrel SCSI 2 interface, two CDs (AGA Experience and Aminet 9) and three floppy disks worth of support software.

The drive itself is reassuringly solid. It comes with an internal power supply and a robust 'kettle lead' type mains connection. Compared to the fiddly and rather weak external power supplies of some other drives this is a welcome sight. Due to the internal power supply there's also an in-built fan. A SCSI ID selector can be found on the back of the unit and is easily adjusted should the need arise. A stereo audio output is also on the back panel, but there's no provision for channelling your Amiga's sound through these connections, so a bit of cable swopping may be in order if you plan to alternate between listening to your Amiga and music CDs. A SCSI terminator is also supplied.

Extra bits

The two CDs included with the drive coincidentally both scored 90% in their CU Amiga reviews. *The AGA Experience* (reviewed in the December 95 issue) is a collection of public domain games, demos and slideshows, with a few utilities and other bits thrown in for good measure. A lot of the content is ready to run direct from the CD which makes the disc extremely accessible. *Aminet 9* (reviewed on page 80 of this issue) is the latest collection of shareware from the Aminet archives and is a valuable resource of both serious software and entertaining PD.

There's enough on those CDs to keep you going for a while, but HiSoft also supply some more goodies on three floppy disks, including the Squirrel SCSI software, a few CD tools (see panel) and miscellaneous additional utilities.

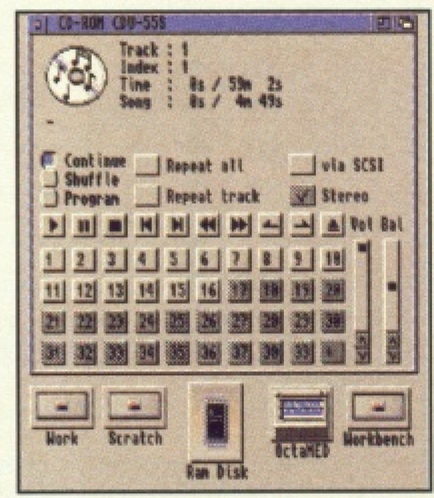


Great value

This particular bundle has a number of advantages over similar offers you may have seen. For one thing it's all based around SCSI connections (unlike the forthcoming Amiga Technologies Q-Drive) which is good for future expansion options. Then there's the robust built quality of the drive and its ability to read audio data from CDs and VideoCD compatibility. Add to that the software that's included for no extra charge, and you've got a very good value deal on your hands. The pack comes highly recommended to all Amiga users, especially anyone who's into sound sampling.■

Tony Horgan

Direct audio sampling



One of the key features of the Sony CD drive is its ability to transmit data from audio CDs across the SCSI bus. In other words, with the right software the Amiga can suck the 16-bit sample data from any audio CD through the interface and into memory, where it can be manipulated, edited, replayed, converted to other formats, saved to disk and loaded into your favourite music sequencer software.

Grabbing the actual sample data in a direct digital to digital copy means that the sound will not be degraded by any interference. If you have the luxury of a 16-bit sampling setup, you can import the grabbed sections straight into your sampler with no loss of quality. Users of 8-bit systems can convert the data to 8 bit and then carry on as usual. *OctaMED* users can load in the 16-bit originals, maximise the sound to noise ratio and process them in 16-bit format before converting to 8-bit or replaying them through Tocatta or Aura.

There are a couple of utilities included on the floppies designed for this purpose (one called YACDP and another called CDDA1.2). It's also worth checking out AudioLab 16 which is similar to these two but more advanced. You can find a 'Junior' version of it on the Aminet 7 CD. We do not condone sampling from copyrighted audio CDs and advise you check the copyright status of the tracks before sampling.

CD-ROM PACK

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: A1200 or A600 essential. Hard drive recommended.

ease of use 80%
Setting up the software is simple enough for most users.

performance 90%
The Squirrel interface works very well with the drive.

value for money 89%
Probably the best CD-ROM buy that there is for the cash.

OVERALL
Highly recommended to anyone seeking a CD-ROM drive.

89%



SELECTAFONT

Pic`n`Mix FONTS

CHILLI CHINESE HEADHUNTER STEEL INDIANAJ KEYBOARD STAR BLOCK WHARMBY WOBBLE STARS CARPE POSTCY SWINGE Tintoret Open Ho RANSOME OREGONWET PEACE SALTER Miami ORIENTAL SHANGHAI SHRAPNEL Medusa STENCIL STRETCH TOYBLOCK WEDGIE WASHBOOK! POWERLINER OLDEWORLDE WHAT A RELIEF

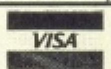
Unlike some of the cheap and cheerful Font CDs and Disks doing the rounds, **our Fonts WORK!** Select from over 4000 Fonts in both TRUE TYPE or POSTSCRIPT (ATM) and leave the rest up to us!

For Bulk Buyers we offer some very special deals with Fonts from **7p each**

We have been in business since 1991 and pioneered the Pic n Mix concept. Our service is unique with a **TECHNICAL HELPLINE** for all of our valued Customers

For your FREE 46 Page Information Pack, either Write, Phone, or Fax us.

SELECTAFONT (Dept CU)
84 Thorpe Road, Hawkwell, Nr Hockley, Essex. SS5 4JT

FAX: 01702 200062   PHONE: 01702 202835

United Public Domain Distributors

Save £2.50 On PD purchases over £10
with this voucher
For example: 10 x PD inc postage, normal price: £10.50.
With voucher price Only £8.00 inc. Discount must be claimed with yo... order! Please cut out and include, or send a copy, or even a drawing we don't mi... Phoning in your order? No problem simply claim the discount when ordering.

HARD DRIVE UTILITIES

PU 686 **HD GAMES INSTALLER** Installs : Aladdin AGA, Alienbreed 2 AGA, Jungle Strike, MK2, and more
PU 772 **HD GAMES INSTALLER 3** Inc: Steel Sky Flash-back, Sensi Soccer, Skidmarks 2, and more.
PU 898 **HD GAMES INSTALLER 4** Arcade Pool Assassin, Dizzy, KO3 (AGA) Zool (AGA) and more
PU 917 **LEMMINGS to HD, SETTLERS EDITOR**
PU 064 **HARD DRIVE UTILITIES** Backup.fix, etc
PU 548 **REORG V3.11** Disk organiser/optimizer
PU 574 **DISK SALVAGE v211.3** Recover old files
PU 576 **HD CLICK v2.7** Menu system for HD
PU 721 **EPU STACKER v1.70** Increase HD storage
PU 668 **SECURITY v3.71** Protect your HD
PU 425 **MAGIC WORKBENCH** Attractive WB
PU 536 **M/W EXTRAS** PU 704 **M/W EXPANSION**
PU 824 **R. McVEY ICONS** Fab 16 col icons for above
PU 835/56 **MAGIC WORKBENCH EXTRAS Vols 1-12** Lots of fab Icons, etc for Magic Workbench! (24 disks!)
PU 859 **MAGIC SELECTOR** Random set-up MWB
PU 890 **MR BACKUP PROFESSIONAL V2.1**
PU 828 **MAGIC USER INTERFACE v2.3 (MUI)**
PU 871 **ASSIGN MANAGERS**help with those assigns
PU 901/2 **MAGIC TREK** (2) Lots of Startrek backdrops
PU 933 **DATATYPES** Loads of datatypes

GENERAL UTILITIES

PU 172 **WORDPOWER** Solves anagrams crosswords etc
PU 204 **GATORS TUTORIAL** Super D'Paint hints and tips
PU 207 **SID2 + MULTIDOS** Transfer files; Amiga and PC
PU 230 **PRINTER DRIVERS** Inc Seikosha, Star, & Citizen
PU 293-317 **HAM RADIO SET** **25 disks for only £15.00**
PU 367 **ESSENTIAL PRINTING UTILS** Banners, labels, etc
PU 697 **TUDE** **The ultimate degrader and enhancer disk**
PU 683 **CAPTIONATOR v2.0** TV titler. New fx, fonts, etc
PU 659 **SCION v3.13** Geneology program
PU 728 **ICONTOOLBOX v2.12** Icon creation utility disk
PU 761 **MAGIC WORKBENCH 1.3** Now for 1.3 (HD)
PU 762 **PC TASK v3.10** Latest version of this PC emulator
PU 769/71 **MAGIC EYE (3)** Make your own magic stereograms
PU 776/7 **INTERNET ARCHIVE** (2) Programs for Internet
PU 778 **INTERNET UTILS 2** More useful programs
PU 799/801 **TERM V4.3** (3) Comms program
PU 821 **GENTREE v1.5** A new geneology program
PU 822/3 **GRAPHICS CONVERTORS** (2) Many are archived
PU 828 **MAGIC USER INTERFACE v2.3 (MUI)**
PU 860 **PROTITLER V2** Useful video titler program
PU 874 **BLITZBLANKER V2.5** Very nice screenblanker
PU 897 **MAGNIFICAD** CAD package
PU 924 **MORSE CODE TUTOR v1.2** Learn morse code
PU 927 **EFF INTERNET GUIDE** Beginners guide to the net

BUSINESS

PB 019 **BUSINESS LETTERS** Examples of tricky letters.
PB 020 **TEXT ENGINE 4.1** Possibly the best 'PD' Wordpro.
PB 023 **FORMS UNLIMITED** Nice program to create Forms
PB 030 **THE MONEY PROGRAM** Attrctive budget prog
PB 038 **BUDDBASE** Good database. Great docs for beginner
PB 046 **PERSONAL DIARY** Simple electronic diary
PB 054 **ACCOUNT MASTER** Intergrated home finance pack
PB 074 **REMDATE v2** Address & phone, Calendar, etc
PB 075 **INVOICER V2.1** Creates invoice from datadase
PB 078 **TEXTPLUS v5** Archived for the Hard drive
PB 079 **PHONE LOCATOR** Find the area of any phone
PB 088 **EASYCALC v2b** Good spreadsheet. Latest version

EDUCATION

PE 007/8 **LEARN & PLAY**(2)Word/number games for ages 5-10
PE 027 **AMIGA BEGINNER** Help and info on the Amiga
PE 035 **KIDS DISK 1** Alphabet & Colours, for pre-school
PE 053 **HIGHWAY CODE** Helps you to pass your test
PE 054 **ARTISTIX** Super art package for kids
PE 058 **WORD FACTORY** Brilliant spelling program
PE 077 **GCSE MATHS** Several lessons and questions
PE 109 **SPELLTRIS (n1.3)** Educational Tetris Game
PE 110/1 **TREK GUIDE** Loads of StarTrek info in Hyperbook
PE 135 **BEGINNERS GUIDE TO WORKBENCH 3** Tutor
PE 136 **DPAINT GUIDE** Deluxe Paint 4 hints and tips
PE 142 **KIDS DISK 7** Puzzles for the young on holiday theme
PE 155 **BEGINNERS TYPING DISK** Typing exersices
PE 157 **NIGHT SKY** Brill map of the sky. Names the stars!

GAMES

PG 124 **TOTAL WAR** A good game of RISK on the Amiga
PG 255 **KINGDOM AT WAR** Battle with knights to rule land
PG 260/1 **18th HOLE GOLF** Nice graphics, good golf game
PG 314/5 **MR MEN OLYMPICS**(2) Frantic joystick waggler
PG 319 **PROFESSIONAL BINGO** Prints cards, calls numbers
PG 325 **MEGABALL 3 AGA** Best PD Breakout.
PG 345 **SICKBALL II** Its the freakiest ping pong game ever!
PG 326 **DART'S GAME** Nice darts game written with Amos
PG 333 **ICERUNNER** (Disable CPU A1200)Like LoadRunner.
PG 334 **GORF** Invaders & Galaxians. Copy of the arcade
PG 344 **EXCELLENT CARDS** Includes 4 patience games
PG 383 **ZOMBIE APPOCALYPSE 2 (AGA)**Brilliant & gorey
PG 399 **BACMAN AGA** Very Good AGA Pacman
PG 401/2 **STARWOIDS**(2)Wow! Skilful moonlander/gravity game
PG 404/5 **WRESTLING** (2) Brill sound fx and action packed
PG 464 **DANGER MOUSE** A DM 'Hunchback' game
PG 467/8 **CYBERTECH AGA** Very impressive like Alien Breed
PG 486 **DYNAMITE WARRIORS 2** Very good Dynablasters
PG 489 **SUPERMEGA FRUITS** A brill fruit machine
PG 506 **XENEX** Its like Asteroids but a little special
PG 508 **ULTIMATE QUIZ** Quiz. More questions available
PG 514 **DELUXE GALAGA v2.4** Brilliant SEU. classic game
PG 530/1 **CHANEQUES** Super Lemmings clone. GET IT. (2)
PG 533 **INDYCAR CHALLENGE**(n1.3) Racing management
PG 534 **ASI XMAS SPECIAL** 2 excellent platformers
PG 565 **APPLEJACK** Its Mr Do, almost exact copy. Excellent
PG 576 **POKERMANIA** Superb poker machine with extras
PG 596 **JET SET WILLY 3 (AGA)** Super typical Spectrum
PG 600/1 **SKIDMARKS CARS (aga)** 4 New skiddy cars
PG 619 **RASH PANIC** Just like the old arcade Space Panic
PG 620 **DERRING DO** Best Mr Do clone so far
PG 624/7 **CHILD MURDERER** (AGA)(4)Text+graphic adventure
PG 648 **EXELLENT CARD GAMES III (AGA)** Great
PG 650 **DELUXE PACMAN (AGA)** Excellent Pacman!
PG 682 **FRIDAY NIGHT POOL** A great pool simulator
PG 683/4 **DATASTORM (2)** Nice graphical adventure game
PG 689 **MORTAL KUMQUAT 3**(n1.3) Great Beat em up
PG 690 **MANGLED FENDERS** Stock car racing
PG 691 **MASTERBLASTER 2** Best DynaBlasters?
PG 700 **DELUXE GALAGAv2.6** (n1.3)Super classic shoot up

MUSIC UTILITIES

PT 093 **OCTOMED TUTOR** A simple to follow tutor
PT 174 **OCTAMED V4** Music package. Latest PD version
PT 178 **OCTAMED 6 DEMO** Latest version. Demo
PT 229/30 **XMAS MODULES** Lots of Christmas tunes

LOTTERY PROGRAMS

PU 756 **BALLS (AGA)** Most & least popular. Keeps track too
PU 757 **NATIONAL LOTTERY (Liberty Software)** Shareware. scientific picker, powerful user editing system
PU 758 **PRO LOTTERY** (Shareware) Pick random numbers, Also includes interesting 'random' vs 'average' info
PU 775 **LOTTO LUNACY** Best pure PD lottery available?
PU 899 **SUPER LOTTERY** Yet another good lottery predictor
PU 935 **LOTTERY PRO** And another. Look good too

FONTS FOR WORDWORTH

Compugraphic font disks which can be used with **Wordworth, Professional Page, and Page Setter**. There are an averige of 16 fonts per disk, and 33 disks in all. Available separately at normal PD price or why not get the full set for just... **£24.99**

HORIZON SOFTWARE

TOUCH TYPING TUTOR Best tutor around
A-CHORD Guitar chord tutor
FAST FRET Speed your fingers. Various scales
DRAGON TILES Brill Shanghai/Majong game
WINNING POST Horse racing inc commentry!
LETS LEARN 2 Educational games pack

UPD COLLECTION ON CD

Back in stock, complete UPD library on 4 CDs. All disks st... in DMS format. A complete library for only £25.99

ASI GAME COMPILATIONS

The best selection of PD games ever. A list of the very best... PLEASE NOTE: The odd game will not work on certain Amig...

ASI 14	China Challenge, Colum...
ASI 27	Assorted card gam...
ASI 36	Wonderland, Donkey Ko...
ASI 46	Checkers, Ouch!, City, Amiga...
ASI 60	PipeMaster, Hunter, Chinese Checke...
ASI 65	Paranoids, Chess, Word Puzz...
ASI 70	Wangle & the best Tet...
ASI 71	Numerix, Battleship...
ASI 89	Megaball 2.1, Che...
ASI 96	Dungeon Flipper, Backgamm...
ASI 158	Scrabble, Toad, VChes...
ASI 168	Dyna-Warriors, La...
SPECIAL	Any 6 of the above....£5...
OFFER..........	All 12 of the above...£8...

ORDERING DETAILS

Send your order plus your name, address, (BLOC... CAPITALS PLEASE!) and a cheque or P/O to eithe... of the PD libraries in this advert. Cheques should b... made out to that company. For super fast results yo... may phone in your order with your ACCESS o... VISA card number. Delivery should be NEXT DAY

PD PRICES All PD now only £1.00 (minimum order £2.00 inc postage)

POSTAGE Please add 50p to the total price, to cover postage and packing (UK only)

OVERSEAS ORDERS WELCOME

EU: Add 25p per disk post. World: 50p per disk.

LAST MINUTE BARGAIN

A500 or A600 (State which) dust covers only 9...

CATALOGUE

Our PD collection is now HUGE!! For a full catalogue just send 3 x 25p stamps. Includes a full list of Education, Demos, Utilities, Music Utilities, Business, Animations, Demos, Games, Assassins Games Compilations, Music, Fonts, Business, Clipart, Education, & more!

NEW OWNERS PACK Only £5.00 inc

Compiled for the new Amiga owner or anyone wanting to discover the wonderful world of Amiga PD Pack contains: Word processor, Database, Virus Killers, Disk Copier, Selection of great games, A stunning demo Plus our latest catalogue (8 Disks)(Please state Amiga model)

NBS PD
132 GUNVILLE ROAD
NEWPORT, IoW
PO30 5LH
TEL 01 983 529 594
FAX 01 983 821 599

BLITTERCHIPS PD
CLIFFE HOUSE, PRIMROSE ST.
KEIGHLEY
BD21 4NN
TEL 01 535 667 469
FAX 01 535 667 469

MERRY CHRISTMAS & HAPPY NEW YEAR TO ALL OUR CUSTOMERS

Merry Christmas to all our Customers

GREY-TRONICS LTD

LOWEST PRICES | BEST SERVICE | RAPID DELIVERY

SALES FREE CALL 0500 737 800

OTHER ENQUIRIES 0181 686 9973 / 0181 781 1551

DISKS DISKS + LOCKABLE BOXES

TDK BRANDED DISKS AT BULK PRICES

100% CERTIFIED ERROR FREE

	TDK DS/DD	DS/HD	
50 3.5" Disks	£15.99	£18.99	+ 100 cap lockable box....Add £4.00
100 3.5" Disks	£27.99	£28.99	+ 100 cap lockable box....Add £4.00
150 3.5" Disks	£38.99	£41.99	+ 2 x 100 lockable box.....Add £8.00
200 3.5" Disks	£48.99	£51.99	+ 2 x 100 lockable box.....Add £8.00
300 3.5" Disks	£73.99	£76.99	+ 3 x 100 lockable box...Add £12.00
400 3.5" Disks	£98.99	£101.99	+ 4 x 100 lockable box.Add £16.00
500 3.5" Disks	£123.99	£126.99	+ 5 x 100 lockable box.Add £17.50
1000 3.5" Disks	£229.99	£234.99	+ 10 x 100 lockable boxAdd £30.00

FREE LABELS + FREE DELIVERY BY PARCEL FORCE

NEW AMIGA A1200 PACKS

*** STANDARD PACK**

Wordworth 4.SE / Digital Data Store II / Turbo Calc 3.6
Digital Organiser / Personal Paint 6.4 / Photogenics 1.2 SE 2 Games: Pinball Mania - Wizz

SAVE £30

£369.99

*** OFFICIAL WITH 170Mb HARD DISK**
SAME AS ABOVE + SCALA 300

SAVE £30

£469.99

PLACE YOUR ORDER NOW. STOCKS ARE LIMITED

AMIGA CD32

7 GAMES PACK
Cannon Fodder, Diggers, Liberation, Oscar, Microcosm, Project X, Ultimate Body Blows. £174.99
FREE DELIVERY

SX1 Modular Expansion.....£191.99
Keyboard for CD32..........£36.99
Disk Drive for CD32 ....£49.99
CD32 to Amiga 1200 inc software.£29.99
CD32 to Scart....................£11.99
Competition Pro Pad £15.99
Commodore Original Pad......£8.99
CD32 HiFi Lead...............£11.99
Add £2 p&p for accessories

HARD DRIVES

EXTERNAL OVERDRIVE HARD DISK

Provides games and data portability to A600/A1200.

External Casing £68 | 560MB £234.99

INTERNAL 2.5" + CABLE & SOFTWARE

80MB 2.5"	£69.99	250MB	£137.99
120MB 2.5"	£99.99	340MB	£179.99
170MB 2.5"	£124.99	520MB	£259.99

APOLLO ACCELERATORS

Turbo 1220	£98.99	1240/33/SCS12	£437.99
1230/40EC	£168.99	620 for Amiga 600	£129.99

FREE DELIVERY

AMIGA 4000 TOWER

A4000T 040 25Mhz.....£2099
A4000T 060 50Mhz.....£2399
SPECIFICATIONS: A4000 Tower, 6Mb Memory, 1.7Mb Floppy Drive, 1.2 Gig SCSI Drive, Scala 300 Preinstalled

FUSION VIDEO GENLOCK

It is a high specification video genlock that is ideal for both the first time user (for adding titles, graphics & effects to home movies) & the semi professional user (wedding videos, corporate presentations..) FREE Scala HJ100 (enables you to add special effects and overlay text onto your video.
£98

AMIGA CD ROM DRIVE

Overdrive Double Speed CD.....£174.99
Overdrive Quad Speed CD.....£234.99
Squirrel SCSI-2 Interface.....£69.99
Plugs into your PCMCIA & allows you to connect 7 SCSI devices

AMITEK HAWK RAM BOARD FOR A1200

2Mb Ram	£127	Alternative	£120
4Mb Ram	£187	Alternative	£180

A500/500+/600 RAM EXPANSION (CALL)

AMIGA CABLES

Amiga to TV Scart £10.99
Amiga to Sony TV.....£10.99
Amiga to Amiga (Parnet/Null modem).....£10.99
Modulator overhang lead 23M/23F £11.99
Joystick Splitters.....£5.99
Automatic Mouse/Joystick Cable.....£13.99
Joystick Extension Lead 10ft.....£5.99
Printer Lead £4.00

DUST COVERS

Amiga 1200/500/500P/600.....£4.00
Commodore/Philips Monitors.....£4.00
Star/Citizen/Panasonic Printers £4.00

ACCESSORIES

Amiga Disk Drives (Sony 2 yrs warranty)....£49.99
Amiga Mouse (Top Quality).....£11.50
Internal Drives A500/A500+/A600/A1200.......£34,£44.00
TV Modulator (2 yrs warranty) £34.00
Deluxe Mouse Mat.....£1.99
1000 Labels.....£8.99
3.5" Disk Head Cleaner.....£1.99
Python 1M Joystick.....£8.75
Four Way Extension Leads Spike Protector..£17.99
Add £2 for Delivery

INKJET CARTRIDGES AND REFILLS

HP Deskjet Black Dual Capacity Cartridge.....£22.99
HP Deskjet Black Refill.....£7.99
HP Deskjet 500 C /560 C Colour Cartridges.....£25.99
HP Deskjet 500 C/560 C Colour Refill.....£16.99
Canon BJ 10/200 Black ink Cartridges.....£16.99
Canon BJ 10/200 Black ink Refill.....£9.99
Citizen Project IIC Colour.....£34.00
Citizen Project IIC Mono.....£20.50

TOP QUALITY RIBBONS

BLACK

Amstrad DMP 2000/3000.....£3.00
Amstrad DMP 4000.....£3.66
Amstrad PCW8256/8512/LQ3500.....£3.00
Amstrad 9512.....£3.50
Citizen 120D/LSP10/Swift 24/9.....£2.85
Epson LQ100.....4.10
Epson LX80/86/90.....£2.50
Epson LQ400/500/800/850.....£3.45
Epson FX/MX/RX80/LX800.....£3.45
NEC Pin Writer P2200.....£3.50
Seikosha SSP1200/1600/2000.....£4.00
Panasonic KXP1123/1124/1180.....£3.30

BLACK

Panasonic 2135.....£8.25
Panasonic KXP2123/2180.....£4.00
Star LC10/20/100.....£2.99
Star LC200.....£3.50
Star LC2410/24200.....£3.00

COLOUR

Citizen Swift 24.....£12.99
Panasonic 2135/2123/2180.....£13.99
Star LC10/20/100.....£7.00
Star LC200.....£12.30
Star LC2410/24200.....£12.50

ADD £2 P&P

3.5" DELUXE LOCKABLE BOXES

50 Capacity £4.05
100 Capacity.....£4.99
Add £2.00 P&P

3.5" STACKABLE BOXES

100 Cap drawer.....£9.99
80 Cap Banx Boxes....£9.99
Add £2.00 P&P

NEW PRINTERS



PANASONIC 2135
24 PIN COLOUR
£164.99

All printers free lead & delivery

DOT MATRIX — 24 PIN

PANASONIC 2135 24 pin colour inc sheet feeder £164.99
Citizen ABC 24 pin colour £144.99
Citizen Swift 200 24 pin colour £169.99
NEC P2Q 24 pin mono £124.99

INK JET - DESKTOP & PORTABLE

Citizen Projet IIC Colour Inkjet £249.99
Hewlett Packard 600 mono ink jet £245.99
Hewlett Packard 600 colour inkjet £270.99
Hewlett Packard 660 colour ink jet NEW £325.99
Canon BJ30 mono inc. sheet feed £184.99
Canon BJ70 colour ink jet £289.99
Canon BJ200EX mono ink jet £207.99
Canon BJ4000 colour ink jet £289.99
Canon BJ600E colour ink jet £412.99
Epson stylus colour IIS £275.99

Add £12.50 for (Ribbon; Dot Matrix only) dust cover,printer stand, 500 A4 paper when purchased with printer

MONITORS



Amitek Monitor 1084S
£189.99
WITH TILT AND SWIVEL STAND

Microvitec 1438 (Free speakers) ..£279.99
Sharp TV/Monitor £174.99
Amiga M1438S £287.99



ALL PRICES INCLUDE VAT & DELIVERY (unless otherwise stated). Delivery within 3 days (UK MAINLAND ONLY).
ADD £10.00 FOR NEXT DAY DELIVERY CALL OR SEND CHEQUES/POSTAL ORDERS TO:

GREY-TRONICS LTD, UNIT 1015 WHITGIFT CENTRE, CROYDON, SURREY CRO 1UU

SALES HELPLINE: 081-686 9973 Mail order prices only FAX: 081-686 9974

All offers subject to availability. E&OE. Prices/Pack details may change without notice. Please allow 6 working days for cheques to clear.





FAST AMIGA REPAIRS



FAULTY TROUBLESOME COMPUTER ??

CALL FOR COLLECTION OR PERSONALLY DELIVER TO THE EXPERTS FOR FAST RELIABLE REPAIR OF YOUR AMIGA

FOR ONLY

£24.99 + parts

* NO OBLIGATION FREE QUOTE *

WE REPAIR TO COMPONENT LEVEL
A500, A600, 1200, 1500, 2000, 3000, 4000 & CD32

★ FREE GIFT WITH EVERY ★ REPAIR. PLEASE SPECIFY

- MOUSE MAT ❑
- MOUSE HOLDER ❑
- DISK CLEANING KIT ❑
- ADD £5 REPLACE MOUSE ❑
- ADD £5 JOYSTICK SEGA STYLE ❑

BARGAIN HARD DRIVES

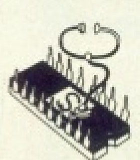
FITTED 85-500mb..............Call

EXCHANGE SERVICE

MODULATORS	£19.50
PSU	£19.50
DISK DRIVES	£25.50
KEY BOARDS	£25.50

★ 95% SUCCESS RATE ON ALL COMPUTERS

★ DOOR TO DOOR COLLECTION OF YOUR COMPUTER ANYWHERE IN THE UK.



142 TANNER STREET TOWER BRIDGE, LONDON SE1 2HG

Call FAST on TEL 0171 252 3553

E-MAIL PETER@FASTCOMP.DEMON.CO.UK



LOWEST PRICED TOP QUALITY RIBBONS, INKJETS, TONERS & DISKS

Printer Ribbons

BLACK	1off	2+	5+	10+
Amstrad DMP 2000/3000	2.80	2.65	2.45	2.25
Amstrad DMP 4000	3.66	3.51	3.31	3.11
Amstrad PCW8256/8512/LQ3500	2.85	2.70	2.50	2.30
Brother M1009/1024/1109/1209	3.90	3.75	3.55	3.35
Citizen 120D/LSP10/Swift 24/9	2.85	2.70	2.50	2.30
Commodore MPS 1220/1230	4.50	4.35	4.15	3.95
Epson LQ100	4.10	3.95	3.75	3.55
Epson LQ400/500/800/850	3.45	3.30	3.10	2.90
Epson FX/MX/RX80/FX/LX800	2.90	2.75	2.55	2.35
Epson FX/MX/RX100/FX/MX1000	3.36	3.21	3.01	2.81
Epson LX80/86/90	2.12	1.97	1.77	1.67
Mannesman Tally 80/81	3.90	3.75	3.55	3.35
NEC Pinwriter P2200	3.03	2.88	2.68	2.48
OKI ML182/183/192/193/195	3.17	3.02	2.82	2.62

BLACK	1off	2+	5+
Panasonic KXP 1123/1124/1140	3.46	3.31	3.11
Panasonic KXP 1080/1180/90/1592	2.89	2.74	2.54
Panasonic KXP 2123/2180	4.95	4.80	4.60
Seikosha SL90/92/95	5.70	5.55	5.35
Star LC10/20/100	2.29	2.14	1.94
Star LC200	3.00	2.85	2.65
Star LC24-10/200	2.86	2.71	2.51
Taxan Kaga KP810/815/910/915	3.14	2.99	2.79
COLOUR			
Citizen Swift 24	11.95	11.80	11.60
Panasonic KXP2123/2180	10.63	10.48	10.28
Star LC10/20/100	6.00	5.85	5.65
Star LC200	9.78	9.63	9.43
Star LC24-10/200	9.63	9.48	9.28

Ring for Ribbons Not listed

Ring us and WE WILL BEAT all other Ribbon prices

3.5" Disks & Disks Boxes

	DS/DD	DSHD
10 Disks	£5	£6
25 Disks	£10	£11
50 Disks	£16	£18
100 Disks	£29	£33
250 Disks	£65	£76
500 Disks	£125	£148

100 Cap. Lockable Disk Box £5.99 with orders of £10+

Preformated (MS DOS) disks available at 2p extra/disk

All disks Certified 100% Error Free and INCLUDE FREE Labels.

Inkjets, Ink Refills & Toners

Canon BJ-10/20 Cartridge	17.54 each
Commodore MPS 1270 Cartridge	12.13 each
HP Deskjet Cartridge (Double Cap.)	22.00 each
HP Deskjet Tricolour Cartridge	26.00 each
HP Thinkjet/Quietjet Cartridge	12.13 each
HP Deskjet Ri-Colour Cartridge Refill	16.00 each

Inkjet Refills (Twin Packs) for Canon BJ-10/20, BJ300 HP Deskjet . Available in Black, Cyan, Magenta, Yellow, Red, Blue , Brown, Light Green, Dark Green and Gold.
1 Pack £11.00, 2+ Packs, £10.60 ea. 5+ Packs £9.95 ea.

HP Laserjet II/III Toner Cartridge	40.00 each
HP Laserjet IIP/IIIP Toner Cartridge	45.00 each

Ring For Inkjets & Toners Not Listed

Miscellaneous Items

Roll 100 3.5" Disk Labels	8.99
3.5" Disk Cleaning Kit	2.99
Parallel Printer Cable (1.8m)	3.99
Mouse Mat	2.99
CPU & Monitor Dust Cover	6.49
Monitor Dust Cover	4.99
80 Column Printer Dust Cover	3.99
Amiga 500 Dust Cover	3.99
Amiga 600 Dust Cover	3.99
Amiga 1200 Dust Cover	3.99

All Prices INCLUDE VAT (@ 17.5%) & UK Delivery

01543 250377 **01543 250377**

Ring us or send cheques to:
Owl Associates, Dept 413, Owl House,
5 The Brambles, Lichfield, Staffs WS14 9SE

E& OE

Tel: 01263 722169

For more details on prices, latest membership scheme and packs, phone or write for a free catalogue

NOW IN CONJUNCTION WITH **'DIGITAL CANDY'** BBS 0191 2325527

New Prices: Please add 75p P&P to all orders

1-10	Disks	= 85p Per Disk
11-20	Disks	= 79p Per Disk
21-30	Disks	= 75p Per Disk
31-40	Disks	= 69p Per Disk
40+	Disks	= 65p Per Disk

SADENESS PD, 13 RUSSELL TERRACE, MUNDESLEY, NORFOLK NR11 8LJ

FLOPPY DISK TITLES

- **NFA: The Word 8 (AGA) (2)**
- **Cardz**
- **Shapeshifter v3.2a**
- **Breathless (AGA)**
- **Term 4.5 (HD) (LHA) (3)**
- **VMM v3.2 (HD) (MMU)**
- **Iconian v2.6 Beta**
- **Apple II Emulator (HD) (020) (2)**
- **Magic C64 1.1 (HD) (020) (2)**
- **Speccy Emulator v2.0b**
- **Executive v1.2 (HD) (020)**
- **Image Studio (2)**
- **Remdate v2.10** — Calendar, reminder and filofax all in one. Brilliant for those who lack memory
- **RO v1.05** — Brilliant Opus style file manager
- **MCP v1.10b Beta 2 (MUI) (HD)**
- **Damage Wolf v2 (HD) (LHA)**
- **Gravity Force II v1.10**
- **The Big Red Adventure (AGA) (LHA) (HD)**
- **Ballet Update (AGA)**
- **MUI v3.1 (HD) (LHA) (2)**
- **Tpaint (AGA)**
- **Data Horse (AGA) (HD) (4MB) (4)**

CD ROM TITLES

Aminet 9	£10.99
Aminet Box set	£22.99
17 Bit 5th Dimension	£17.99
F1 Licenceware	£24.99
Global Amiga Experience	£18.99
Adult Sensation 2	£16.99
Grolier Encyclopedia	£19.99

CD ROM BARGAINS

Aminet 4	£4.99
Ultramedia	£4.99
BCI Net 1	£4.99
BCI Net 2	£4.99
Multimedia Tool Kit 2	£14.99
Euroscene	£4.99
Zoom 2 (Pre-Order)	£17.99

F1 GOLD TITLES

Grac V2	£6.50
Magic Paint Box	£6.50
Amos Pro Compiler	£14.50
DMC Gold	£6.50
Blackboard v4.0	£8.50

"This is the CD Rom AGA owners have been waiting for" **AMIGA FORMAT**

Their first CD Rom
'The AGA Experience'
This is the first CD Rom dedicated to Amiga 1200/4000 owners only!

Includes: Slideshows, Utilities, Games, Demos, Disk Mags, Exclusive ready-to-run software and loads more !! The hottest release of 1995. Watch out for the reviews.

only £19.99 inc p&p

90% - AUI
90% - CU Amiga
93% - Amiga Format
8/10 Amiga Computing



Virtual i-glasses

■ Price: £586.33 ■ Developer: Virtual IO Systems ■ Supplier: Amiga Technologies ✆ 01628 770034

Get ready to enter the third dimension with the official Amiga virtual reality headset.

The idea of total immersion in a computer-generated environment is at the same time appealing and slightly unnerving. If you were to believe the Californian techno hippies that keep cropping up on late night TV documentaries, we'll soon be leading most of our lives in the virtual world, with offices and social centres replaced by 3D virtual equivalents, and who are we to argue with them, even if they do wear open toe sandals? For now, though, the closest you'll get to that with your Amiga is with these new Virtual i-glasses.

The Virtual i-glasses are currently available in two forms. The first is PC-compatible only, but features motion sensors that convey your head movements to the computer. A similar model is in production for the Amiga but at the moment the 'Video Version' of the glasses (with no motion detectors) is the only option for Amiga users. These plug into the composite video output of the Amiga. This means they can only be used with the A1200, A600 and CD32, as no other Amigas have a colour composite video output. A500 and A2000 owners can use them but will see only a mono display. The i-glasses can also be connected to the composite video output from a VCR.

Seeing double

Even though these i-glasses cannot detect head movements, they can display 3D images. However, the i-glasses do not automatically transform a 2D image into 3D – a specially processed 3D video source is required for 3D viewing (standard graphics and video appear in 2D). In reality, our perception of 3D vision works because the view from the left eye is slightly different to that from the right eye. The brain subconsciously combines the two views into a single 3D view. The i-glasses simulate 3D with two small LCD screens, each showing a slightly different picture to the other. See the panel bottom left for more details.

You might expect the glasses to fill your field of vision, but unfortunately this is not the case. The two screens merge together to form a single rectangular image in the middle of your gaze. Although this is quite a size, it's far from the 180 degree vision that you may have anticipated. The official specifications state a 30 degree field of vision for each eye. A detachable black visor helps to reduce distractions from the real world creeping in and after a short period of use, the continued focus on the screens seems to psychologically enlarge the picture somewhat. Without the visor, the display appears semi-transparent.

Picture quality

Picture quality is fair. The resolution of the screens is quoted as a total of 180,000 pixels for each LCD screen, which equates to a display of around 490 x 368 pixels. This is insufficient to read text from a standard Workbench screen but is good enough for games. A little LCD 'afterblur' creeps in on smooth scrolling games but the refresh rate is fine.

Stereo sound is provided by a pair of small Walkman-style headphone speakers. These are attached to the side of the headset, suspended on short shafts of their own which can be swivelled and rotated to fit different head shapes and sizes. At least that's the idea, we found them uncomfortable and tricky to adjust. Sound quality is passable for most non-musical applications but is marred by significant interference from the video signal. Considering the price of the glasses, you could reasonably expect far superior headphones than these.

Conclusion

We've had a lot of fun testing the i-glasses but I find it hard to recommend them at their current price of over £580, which does not seem to be justified by the brittle plastic construction and uncomfortable feel of the headset. Although the Escom adverts state that the i-glasses come with 'the 10 best 3D games' this only applies to the PC version. Currently there are no games available that use the glasses in 3D mode but a 3D version of *Gloom* is planned, along with another *Doom*-alike called *Nemac 4*. You get a free video in the box which has a few minutes of 3D footage but that's about it. If these were selling for half the current asking price they would be a more attractive option. However, it looks like for many it's going to take the release of a killer 3D game or application to justify buying a set. ■

Tony Horgan



▲ The i-glasses are modelled here by our very own Art Ed, Helen Danby.

Just how do they work?



The i-glasses generate two independent video images from a single composite video source to simulate the two independent views of the human eyes. It does this by separating the source image into odd and even lines, sending alternate lines to the left and right screens in turn. The 3D effect is achieved by splitting objects into two 'interlaced' parts, then offsetting these two parts horizontally. The amount of offset determines how close or far away the objects appear. In the very simple example here, when viewed through the i-glasses the top of the text appears to be in the middle distance, titled towards the viewer at the bottom.

VIRTUAL I-GLASSES

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Any Amiga with composite video output

ease of use......80%
Fitting can be awkward but connection is simple.

performance......78%
Reasonable picture and sound quality but far from high fidelity.

value for money......55%
Extremely expensive considering the build quality and lack of motion detection.

OVERALL
Fun but far too expensive.
68%

GP Fax 2.3

■ Price: £44.99 ■ Developer:GP Software ■ Supplier: Wizard Developments ✆ 01322 272908

Now you can say 'so fax me' with the best of them thanks to GP Fax.

Why send faxes from your computer at all? The obvious reason is that it's cheaper than buying a standalone fax machine. Fax machines are basically just a printer, scanner and a fax modem in a box. You don't need the printer and scanner if you have a computer.

The next reason is that you use your computer to send faxes, you are sending digital data directly and skipping the scanning process altogether. This leads to far better quality faxes on the receiving machines. So being able to send faxes from your Amiga is a very handy thing. So handy, in fact, that we now send most of our CU Amiga Magazine faxes from an Amiga rather than via a standard dedicated fax machine.

However, there's more involved to getting your Amiga churning out faxes than just buying a so-called fax modem. You need dedicated software to do the job and so far there's only two commercial solutions: The Austrian *TrapFax* and the Australian *GP Fax*.

All singing, all dancing ...

There's many different kinds of fax modems out there. Previously a specific version of *GP Fax* was required by different types of modem. Thankfully now, the package sensibly comes with both Class 1 and Class 2 versions included so it should work on any modems. *GP Fax* 2.3's installer detects if you have a Class 1 or 2 modem and installs the appropriate version.

Once installed *GP Fax* will either run on its own screen or open on the Workbench. It won't resize so if you are running a reasonably high resolution, opening on the Workbench is best. The GUI is an odd custom job but looks reasonable and has clearly marked buttons for the various functions leading to quick and easy access.

When you start the program, it'll ask you to fill in details of the company name and phone number etc. These will appear at the top of every fax sent. All of the settings can be altered later if needs be.

Let's get up and running

There are two ways to run *GP Fax*. One is to enter the fax in a simple text editor and let *GP Fax* convert this into a fax using the font provided which is readable and functional. This method works but makes for drab faxes indeed.

There is another more complex way, though, which results in amazingly swish looking faxes. This method involves intercepting output destined for the printer and converting it into a fax document. When printing, *GP Fax* pops up a requester saying 'Fax Printing'. The document can then be transmitted to a fax machine as if the remote fax was your own printer. In no time, I got *Final Writer IV* to print out some excellent faxes with proper scalable fonts, a dithered graphic banner and not a scanner glitch in sight.

Not without problems

This process wasn't without its problems though. I found it impossible to send reliable faxes with a Class 1 modem (A Hayes Optima 288 in my case). It would send to our office fax machine but it wouldn't send to any of the other fax numbers I tried. Playing about with the various settings didn't seem to work either.



▲ Sending faxes is a very simple matter with GP Fax.

However, when I used a Class 2 XLink 288 modem from Wizard Developments everything worked perfectly first time: it sent faxes to our office fax and to the other numbers I tried.

I recommend that if purchasing a fax modem you make sure to pick up a Class 2 unit. It seems easier to get it working with *GP Fax*.

Other minor niggles with the package include the fact that vital serial settings for the modem have to be set up in the icon ToolTypes rather than the GUI preferences.

Also, it would have been nice to have some method to print to *GP Fax* without it trying to lock the parallel device. This meant that I couldn't run ParNET at the same time as printing a Fax from *Final Writer* to *GP Fax* (the parallel port isn't used) which is rather annoying.

No messy nonsense here

However, by and large *GP Fax* works faultlessly. The built in phone book and outgoing call scheduler/timer is a real plus. Although there is some expected technical jargon, the manual is generally clear and concise too. The fully featured *Arexx* port allows you to control *GP Fax* quite nicely to automate operations and interface it with your other applications. A built in fax viewer including saving as an IFF picture and a fax report logging facility are all included to cap off this powerful and no nonsense package.

In conclusion, *GP Fax* is a top quality product and if you need to fax, you can't beat it for producing the results. Very highly recommended. ■

Mat Bettinson.

GP FAX V2.3

A500 | A500+ | A600 | A1200 | A1500 | A2000 | A3000 | A4000

system requirements: Any Amiga with 1Mb of RAM and a fax modem.

ease of use 89%
Dead simple to operate. The preferences could be better though.

performance 88%
Scheduling, Arexx and class 1 support gets the thumbs up here.

value for money 82%
PD options are available but this is the professional business.

OVERALL 86%
Good quality solid tool that performs the task admirably.



David Pleasance
Ex. MD of Commodore

"I am very proud to be an integral part of this exciting project. With many hundreds of hours of solid use the Amiga performed flawlessly, it's easy to understand why she really is Everybody's Girlfriend".

TANGENT MUSIC PRESENTS

"EVERYBODY'S GIRLFRIEND"

A CELEBRATION IN MUSIC OF TEN YEARS OF THE AMIGA

WIN A PIECE OF AMIGA HISTORY

In 1990 the Amiga 500 was awarded the prestigious accolade of "European Computer of the Year", you could win that actual computer plus the original certificate awarded to Commodore. A unique collectors item to cherish. All you have to do is call **0891-600315** and answer this question -**Who is regarded as the father of the Amiga?** (Read this advert for the answer) A winner will be selected at random and be notified by post. Calls cost **39p** per min cheap rate, **49p** per min all other times. Please ask billpayer's permission before dialing. The maximum call charge **£1.96.**

14 GREAT TRACKS

Inspired by Amiga. Recorded with Amiga.
Written and produced by Amiga people.
If you love Amiga you will love this!

LIVING ON THE BREAD LINE • I DON'T WANT TO LOSE YOU
PRISONER OF PASSION • ROSES • EVERBODY'S GIRLFRIEND BLUES
LAY DOWN YOUR ARMS • PARA MI AMIGA (HOMAGE TO JAY MINER)
DON'T LET ME FALL • GET IN QUICK • LAY YOU DOWN • INFINITY
CRAZY LIKE THE WIND • FIESTA AFTER THE SIESTA • FEELS LIKE DREAMIN





CREDIT CARD HOTLINE

0181 573 5614

SEND POSTAL ORDERS TO:
"Everybody's Girlfriend"
Tangent Music, Dial House, Unit 6,
Peter James Business Centre,
Pump Lane, Hayes, Middlesex UB3 3NT

COMPACT DISC £11.99 **CASSETTE** £10.99

Postage/packaging U.K £1.49 Rest of the World £1.99

FILL IN THE COUPON. WITH CHEQUE/POSTAL ORDER PAYABLE TO **TANGENT MUSIC**

MAIL ORDER FORM
Please rush me ___ copies of "Everybody's Girlfriend"
One Compact Disc ☐ Cassette ☐ Allow 21days delivery
Name ....
Address ....
.... Postcode ....
Enclose cheque/postal Order for £

EVERGLADE

TEL:/FAX:01667 454933

10, HIGH STREET NAIRN IV12 4BJ



AMIGA DISCOUNT SOFTWARE

AMIGA

Heavy Metal	£4.99
Nevermind	£4.99
License to Kill - 007	£4.99
Galaxy Force	£4.99
Captain Fizz meets the Blasterons	£4.99
Luxor	£4.99
Ninja Rabbits	£4.99
Gemini Wing	£4.99
International Soccer Challenge	£4.99
Rick Dangerous	£4.99
Scramble Spirits	£4.99
Thunderblade	£4.99
Veteran	£4.99
Baal	£4.99
Populous 2	£12.99
Buffalo Bill's Rodeo Games	£4.99
Knife Throwing/Trick Shooting/Bronco Riding/Stage Coach / Rescue / Calf Roping /Steer Wrestling.	
Mercenary	£4.99
Championship Run	£4.99
Andre Agassi Tennis	£18.99
Another World	£12.79
Approach Trainer	£26.99
Arcade Pool	£8.99
Archer Mclean's Pool	£10.99
Bubble & Squeak	£12.99
Breach 3	£25.99
Cadaver / Payoff	£12.99
Campaign	£9.95
Cannon Fodder 2	£17.99
Championship Manager 2	£18.99
Cybercon III	£10.99
Dune I	£12.95
Dune 2	£12.95
Embryo	£9.99
F29 Retaliator	£10.95
Final Over	£10.99
Hoyles Book of Games Vol. I	£11.99
Hoyles Book of Games Vol. 2	£11.99
Hoyles Book of Games Vol. 3	£11.99
Gazza's Super Soccer	£4.99
Indy Jones & Fate of Atlantis	£8.95
Jungle Strike	£12.95
King Quest II - Romancing The Stone	£12.99
Loom	£12.99
Monkey Island 2 - Le Chuck's Revenge	£12.99
N.B.A. JAM T.E	£19.99
Obsession	£21.95
PGA Tour Golf	£12.95
Player Manager 2	£13.99
Populous - Promised Land	£10.99
Populous II	£12.99
Realms	£10.99
Road Rash	£10.99
Robinson's Requim	£12.99
Sensible Golf	£14.99
Sensible World of Soccer	£18.99
Simon the Sorceror 2	£20.99
Star Crusader	£19.99
Shuttle	£12.95
Striker	£4.99
Supremacy	£10.95
Temptris	£8.99
Tiny Troops	£19.98
Total Football	£19.99
Tracksuit Manager 94/95	£17.99
Treble Champions 2	£12.99
Turbo Trax	£14.99
Wing Commander	£12.99
Wolf Child	£8.99
Worms	£18.99
Zeewolf 2	Ask

AMIGA 1200

Alien Breed 3D	£19.99
Another World	£12.79
Andre Agassi Tennis	£19.99
Arcade Pool	£8.99
Archer Mclean Pool	£10.95
Cadaver - The Pay Off	£12.95
Cannon Fodder 2	£17.99
Chess	£19.99
Curse of Enchantia	£12.99
Desert Strike	£10.95
Dune I	£12.95
Dune 2	£12.95
Dungeon Master 2	£24.99
Elite 2- Frontier	£10.99
Embryo	£9.99
Exile	£19.99
F-15 Strike Eagle II	£12.95
Fears	£19.99
Gloom	£17.99
Gloom Data Disk	£10.99
Hoyles Book of Games Vol. I	£11.99
Hoyles Book of Games Vol. 2	£11.99
Hoyles Book of Games Vol. 3	£11.99
Kings Quest II-Romancing the Stone	£10.99
Leading Lap	£19.99
Loom	£12.99
Monkey Island 2-Le Chuck's Revenge	£12.99
Obsession (A1200)	£24.95
Odyssey	£18.99
Pole Position	£19.99
Populous II	£12.99
Primal Rage	£19.99
Realms	£10.99
Road Rash	£10.99
Ryder Cup Golf	£9.99
Secret of Monkey Island 2 - Le Chuck's Revenge	£12.99
Sensible Golf	£14.99
Sensible World of Soccer	£18.99
Simon the Sorcerer 2	£29.99
Star Crusader	£19.99
Striker	£4.99
Superloopz	£12.99
Supremacy	£10.95
SWIV	£8.99
Turbo Trax	£14.99
Wolf Child	£8.99
World Class Leaderboard	£4.99
Worms	£18.99

CD32

Alien Breed 3D	£19.99
Andre Agassi Tennis	£18.99
Blitz Tennis	£19.99
Blitz Bomber	£18.99
Fears	£18.99
Gloom	£14.99
Gloom II	£18.99
Simon the Sorcerer 2	£24.99
Super Streetfighter 2	£21.99
Worms	£18.99

AMIGA ACCESSORIES

Mock-E-Mouse / Cybershot Twin Pack....£14.75
Mock-E-Mouse gives joystick control to all mouse functions, Cybershot converts any standard Amiga joystick into a 'Deadly Autofire Stick.

DUST COVERS

A1200	£3.95
CD32	£3.95

JOYSTICKS

Cheetah 125+	£7.99
Technoplus Joypad	£8.99

MICE

Alfa-Data 400Dpi Mouse	£9.99
Amiga / ST Switchable Mouse	£12.95

AMIGA COMPUTERS

A1200 (c/w Pinball Mania,Wordsworth SE £379.99
A1200 with 170 Mb Hard Drive............£479.99

Cannot afford an Amiga A1200. Please use our Christmas Club

Ask about EVERGLADE P. D. Library

ITEMS SUBJECT TO AVAILABILITY. P&P is FREE. Europe add £2 per title. Rest of World add £3.50 per title.
ACCESS and VISA NOW ACCEPTED.

SOFTWARE2000

ALL OUR PD DISKS ARE

99P

PER DISK + CHOOSE 1 FREE DISK WITH ORDER OF 10 OF MORE DISK

OVERSEAS POST & PACKAGE RATE
(Europe add 25p per disk for P&P)
(Worldwide add 50p per disk P&P)

We stock over 6500 QUALITY PD & SHAREWARE

How to order

To order any disk just write the disk title and the disk code, EG U01 Agene. Some title have a number in ( ) this means the title comes on (x) number of disks. To order PACK just write down the pack TITLE name will do.

ALL DISKS ARE COMPATIBLE WITH ALL AMIGAS UNLESS STATED

AGA Disk means for A1200/A4000 only

Price...............99p per disk

Please add 70p to total for postage & packaging

Pack price as stated. All Orders Same Day Despatches

For the very latest catalogue disk please add 70p

MAKE CHEQUE/POSTAL ORDER PAYABLE TO: SOFTWARE 2000 SEND TO (ADDRESSES TOP RIGHT)

PLEASE SEND YOUR ORDER TO EITHER OF THESE DISTR
YOUR ORDER WILL BE SAME DAY DESPATCH VIA FIRST CL

SOFTWARE 2000
DEPT (CU)
8 Falcon
Wilnecote
Tamworth
B77 5DN
ENGLAND
TEL: 01827 287377

SOFTWARE 2
DEPT (CU
9 Wills Stre
Lozells
Birminghar
B19 1PP
TEL: 0374 67

TEL OR FAX: 01827-287

SOFTWARE2000 FREE MOUSE MAT worth £2.99

FREE MOUSE MAT worth £2.99 with every order £12 or over. To claim your free mouse mat just cut & return this token with your order + enclose an extra 38p stamp to cover the mouse mat postage & package. Offer only available with this token (limited 1 mouse mat per order exclude any other offer)

You may choose 1 FREE disk if mouse mat not required

******AMIGA ESSENTIAL******

DISK CLEANING KIT------------------------------£2.99 *
Complete with disk & cleaning fluid
Quality MOUSE MAT ------------------------------£2.99 *
10 blank disks & 10 labels ---------------------£4.99 *
50 disk protector sleeve------------------------£0.99

* special offer £1 off if you order 5 or more pd disks

music

M001 BEASTY BOYS-We Want Some Pussy songs
M002 MICHAEL JACKSON-song BAD
M003 DO THE BART MAN
M005 100 C64 TUNES (not A1200)
M006 BAT-DANCE REMIXED
M017 GUNS & ROSES - YOU'RE CRAZY.
M018 THE XMAS SONG (disk) very funny
M025 MONEY FOR NOTHING-DIRE STRAITS HIT song
M027 BLUES HOUSE (2 disks)
M084 C64 GAMES MUSIC
M115 MAHONEY & KAKTUS 2 - 40 tunes compilation
M125 ADAMS FAMILY
M147 BANGLES - Walk Like An Egyptian
M150 TIFFANNY I Think We're Alone Now
M171 MADONNA - (Like a Virgin)
M173 JANET JACKSON - RHYTHM NATION
M177 PET SHOP BOYS
M184 SAM FOX - (PLEASE ME)
M186 MADONNA - (RESCUE ME)
M188 JOE Le TAXI
M189 MICHAEL JACKSON (SMOOTH CRIMINAL)
M194 JESUS ON E'S (2 disks)
M205 RAVE - more Rave
M262 A TO Z OF C64 GAMES MUSIC (4) brillant
M314 DICK TRACY (madonna) (2)
M335 STAR TREK & STAR TREK NEXT GENERATION (2)

PRINTER MANAGER

U427 PRINTER-STUDIO excellent print results
U589 PRINTER TOOL - includes typewriter, spooler etc
U792 PRINT LABELS print disk labels/banners
U793 STAR PRINTER STUDIO - for all star printers
U794 SEIKOS STUDIO - For all Seiko printer more specific printer driver for the above printer
U733 PANASONIC STUDIO - 9 & 24 pin printer driver & util
U734 CANON PRINTER STUDION not A500 (1.3)
U735 PRINTER STAR 24/200 FONT DESIGNER - shareware
U782 CITIZEN PRINTER MANAGER for all Citizen printer owners containing many useful printer utils & drivers
U884 CANNON PRINTER STUDIO for all modes for use with cannon printers
U767 150+ PRINTER DRIVERS largest collection

VIDEO TITLER/TOOLS

U181 VIDEO NOTE database for your video collection
U431 VIDEO APPLICATION (2 disks) many video titler prog
U250 VIDEO TOOL (3) loads of video utils. Recommended
U964 TELESUBTITLE - new video titler
U965 VIDEO MAXE V4.33 The latest in video
U362 DESKTOP VIDEO 1 & 2 (best video titler tool) catalogueing system, Dozens of functions
U871 TELE TITLE 2 - Great new VIDEOS titler
U513 VIDEO TITLER (2 disks) more VIDEO TITLER-BEST
U920 TELESCROLL 2 (not WB1.3) Easy to use Video titler loads of features
U921 WEDDING VIDEO ANIM (2 disks) Requires D.Paint 3/4 Very high quality
U922 CAPTION MACHINE excellent video titler
U923 VIDEO MANAGER (not A500 1.3) Video Catalogueing system
U925 VIDEO TITLER - very good video titler

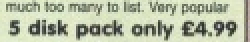
TOP VARIOUS UTILITIES

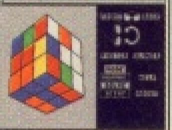
U024 D-LOCKS protect your disks & files
U027 ULTRAPAINT & SURF paint & 3D model program
U029 CAN DO programming language
U046 DARKSTAR no 2 (vol 2-5) loads of utils
U058 DISK MAG CREATOR create a disk magazine
U117 NORTH C compiler (2) brill programming language
U122 SID 1.6 copy/delete/move file made very easy
U131 TETRA COPY play tetris while copying disk, great
U135 MOST USED UTILITIES (2) very useful util collection
U145 XCOPY PROFESSIONAL very powerful disk copier
U146 C-MANUAL 2 (4) Teaches you how to program in C
U169 PAINT AND ANIMATE still the best
U170 BIORHYTHMS V4.01 display your own biorhythms
U184 MASTER SEKA V1.6 complete Assembler language
U186 UNLIMITED DISK CREATOR all tools are on here
U187 M COMPUTER AID DESIGN - Was commercial product
U188 SHOWBIZ Slide show maker 24+ wipe effect
U191 SID II copy/delete/move/run file using a mouse
U220 AMOS/PAINT V.good paint package, lots of features
U222 GRAPHICS UTILITY (3) lot of graphic converter tools
U226 50+ MOST USE UTIL loads of very useful utils
U229 SLIDE SHOW CONSTRUCTION KIT easy to make
U240 ARCHIVER TOOLS lots of crunchers
U242 IMPLODER 4.0 dis file compressor. Excellent
U243 The A-T COPIER (not WB3) 13 disk copier
U254 FRACTAL UTIL loads of fractal programs, brill
U282 LAND BUILDER create realistic landscapes
U284 COPY & CRACK TOOLS back up your software
U300 MESSY SID II read/write PC/MAC etc files
U301 AUTO DISK LOGGER catalogue your disk
U321 GRAPHIC Util 1 (3) loads of brill graphic utils
U324 GRAPHIC util 2 (3) even more graphic tools
U333 SCENERY MAKER more landscape generators
U334 EMULATOR COLLECTION II (lots of emulators)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brilliant 3D object designer
U338 MULTI VISION (2) disk/files utilities
U340 HACKER-TOOLS many ripper tools
U350 POOL TOOL - predict horses with the best chance
U351 RACE RATER Similar to above, but both
U358 STAR CAT 2 - create catalogue disk, easy
U359 SEEKER find lost files on floppy & hard drive
U360 R.P.G (2) adventure creator
U363 DISK REPAIR KIT salvage & repair damaged disks
U372 WORLD SORT process ASCII files
U377 NCOMM III more modem software + packer util
U380 UNICOPY fantastic disk copier
U399 FRANSCAPE V1.2 new fractal similar to VISTA
U400 SOUND TRACKER V2.6 music maker
U420 SPEED BENCH (not WB1.3) create auto boot WB
U425 NIB 2 very popular copiers
U436 THE RIPPER COLLECTION (not WB3) many ripper progs
U442 SYSINFO test & print info on your Amiga sys
U444 FONT FARM font creator/editor/design new fonts
U457 WHOM 2 (3 DISKS) Detail/database on 51 films
U470 FINAL FRONTIER 1 (2 disks) Star-Trek magazine
U473 FINAL FRONTIER 3 (4 disks) Star Trek magazine
U480 HARD DISK CLICK Hard drive menu system
U490 B-TEC UTIL Amazing pack with 207 utilities
U491 PROTRACKER V3 Best music writer program
U492 WORK STATION (2 disks WB1.3 only) WB replacement
U495 HARD DISK UTIL brill collection of Hard Disk util
U496 EASY PRINT (A500 only) lots of printing utils
U498 WORK MATE 15 brilliant disk utils compilation
U501 THE MUSIC CONSTRUCTION KIT (state Amiga owned)
U504 HOT STUFF more util disk compilations
U505 VIRUS KILLER & DISK RESALVGE / REPAIR KIT
U507 DCOPY V3 PROFESSIONAL Excellent disk copier
U509 ULT BOOT BLOCK 40+ bootblock generator/maker
U510 ULTIMATE BOOTBLOCK Collection II + more
U512 ZIRCON UTIL 30 MOST USEFUL UTIL 2, brilliant
U515 WIT COMPETE UTIL 20 most used utils
U521 SPECTRA PAINT III rival to DPaint
U550 SCENERY CONSTRUCTION KIT FRACTAL, recommend
U551 ASSASSIN BOOT BLOCK over 50 bootlock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOL PREDICTION program
U568 ICON CONSTRUCTION KIT icon making program
U569 ICON ready made (4 disks)
U590 600 NUMERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB1.3) A500 emulator
U592 KILL AGA make older programs run on A1200
U600 C64 EMULATOR II util & document
U601 DISKSALV II + ABACKUP (not WB1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2 disks) + many examples
U622 ACTION REPLAY V1.5 cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V2.31 (WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy programs
U680 NEW SUPER VIRUS KILLER (not WB3) kill 316+ viruses
U689 FORCASTER V2 horse racing prediction program
U690 ASSASSIN COPIER (lots) includes Xcopy3/dcopy etc
U694 SUPER DUPER 3 (NOT WB1.30 v fast disk copier
U696 AMITOOL PROFESSIONAL disk database tool
U699 MEGACHEAT V3 + even more game cheats
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2 create smooth morph animation
U703 POOL TOOLS 2(Latest) predicts horse racing
U705 TRONI-CAD best creative circuit board and examples
U707 GAME TAMER (3&4) - (2) Even more games cheats
U708 LAST WILL AND TESTAMENT write your will
U710 PERFECT PAINT 32 very easy to use paint packages
U714 ENGINEERS KIT various test kits for Amigas
U718 MAGNUM 1.9 REGARD the best disk magazines creator
U721 FONT FARM V3+ loads of fonts + font viewer
U723 EXOTIC RIPPER rates as the best sound/graphics ripper
U724 PARNET SET UP (2) requires for the connection
U725 PARNET CABLE MAKER INSTRUCTION project save £££
U726 AREX MANUAL (not WB1.3) complete manual. Highly rec
U729 ASSASSIN BOOT UTIL 50 boot block creator utility
U730 SOFT AGA (A500 plus or A600) & min 1.5 meg
U731 A-Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
U736 AWARD MAKER II + hundreds of ready made, brilliant
U737 ASSASSIN CRUNCH & COPY TOOL (WB1.3 only)
U738 S.KICK PROFESSIONAL V3.2 Various versions of K-Start
U739 TURBO IMPLODER V3.1 powerful disk cruncher
U740 CROSS DOS 5.1 plus read/write PC<-> AMIGA disk
U741 HD-DISK TOOL BOX + many more disk util recommend
U742 HOW TO CREATE AUTOBOOT DISK complete + util
U743 UTIL. Disk Maker v3. MAKE AUTO DISK
U744 FRACTAL MANIA + BIOMORPH Brilliant Collection
U745 AF WORKBENCH (WB1.3 ONLY) replacement
U746 3D GARDEN DESIGNER can view from any angle brill
U747 ASTRONOMY V2 predict star planet prediction
U748 ILLUSIONS DRAWING program like Dpaint
U749 DISK REPAIR 3 (floppy & HD) include soft-protect
U750 MUSIC CATALOGUE (not A500 1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any amiga owner
U753 HARD DRIVE UTIL + lot more Hard drive util
U754 PARBENCH installer (complete)
U755 PRO CAD electronic latest circuit board designer
U758 WB MENU LAUNCHER menu system, easy to use
U760 ICON PLUS (3 DISKS) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make older software run
U777 TELETEXT RECEIVER Project. Highly recommended
U781 DOSTRACE V2 display information why some program refuse to run. Also moniter Amiga activity RECOMMENDED
U783 POOL WINNER GOLD must for all gamblers
U789 HARD DISK MEMORY V2 use HD as memory (= MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2 disk new workbench replacement, include lots of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 Amiga complete system tester
U800 PRINT A CARD include many ready made
U801 MULTI-PRINT V4 lot of printing util
U805 DISK PRINT print custom disk lables
U807 FONT & PRINT Load of utilities to wiew & print ... tion. RECOMMED
U830 POOL WIZARD -(football) prediction
U832 DIVENDEND WINNER - Prediction rograme for ... WOOD, VERMON, ZETTER Ect
U834 FORCASTER 2.02 New Horse prediction Prg
U839 AUDIO MAGIC 4-Protracker V3,Exotic ripper
U843 AUDIO MAGIC 8- Octamed player ect
U846 C64 emulator V3 (2DISK) C64 emulator latest
U848 SPECTRUM EMULATOR V2- Spectrum emulator ...
U850 EAGLE PLAYER (2disk) the best music player.
U851 DELI-TRACKER (2disk) play all music format.
U881 SONIC DRUM KIT V2 Make drum sample
U882 DISK COPY Pack- collection of 10 disk copier
U883 OPTI-Utils 1-over 30 disk copier/Optimise ect
U885 INTUTION BENCH MARK V6,5 (Not Wb1.3) ...
U886 COMPLETE WB UTIL (2DISK) very useful Util ...
U887 DISK REPAIR KIT 4-Include disk repair, undelete ... diskmate, sysinfo.ect
U950 STEREO-SCOPIC V2.a (not A5001.3) This is the ... DOT STEREOGRAM generater.
U951 FORTH PROGRAMMING (NOT WB 1.3)
U957 SCALA BACKGROUND (2disk) High quality ima...
U960 PROGRAME LOADER-New HardDisk menu
U961 MAGAZINE E 3(2disk) science fiction magazine
U963 AMOS & AMOS PRO COMMAND EXTENSION
U967 PRO-GAMBLE-Super Horse prediction programme
U978 DELUXE PAINT 4 BUDDY SYSTEM-(2) Get the ... Paint Instan on line for avry fuction
U981 VIRUS CHECKER V6,54 -=AUTO UPDATE MON... DIRECTORY OPUS V4 add Extra Command/BUTTON
U983 MAGIC WB & MAGIC MENU .Both Latest version
U986 VIRUS-WORKSHOP V5.1-the best Virus killer
U987 GRAPHIC-CONVERTER (2D) Convert picture ect
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -very useful
U993 IMAGINE STUDIO V2.(2D) The best PD imag... available rival even thecommercial costing hundres of ...
U969 POWER-CACHES Speed up disk loading,Access...
U970 HARDDRIVE SECURITY II Large collection of ... grame eg Lockout2,Password & many more
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) ...
U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3...
U974 HD GAMES INSTALLER 2 install tops games to ... Rise Of the robot,Mortal Combat2 & more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SLECTOR V1.4-Change Magic WB back...
U977 MAGICWB ICON ARCHIVE (3) 1000's of MGwb ...
U998 X-PASSWORD-prodect your hard/floppy drive
U979 ICON ACHRIVE(3) 1000's of normal icon(any ...
U994 TEXTURE STUDIO. Render Various Textures ... 3 ect req FPU.(not 1.3)
U995 PRO-GAMBLES V2 must for all gamblers.
U996 BOOKIE BEATER- gambling programe to win boo...
U997 HD GAME INSTALLER 3. install more game to HD
U998 EXOCTIC RIPPER V3.0 Latest ripper
U999 HD MEMORY (new collection) require MMU
U1000 MAGIC OPUS VOL 2 & 3 (2D) more Dopus butto...
U1001 CAR DATA ANALYST-check your car peformance
U1002 TURBO CAT-(WB 2&3 only) catalogue creator
U1003 LOTTORY WINNER V2-new version
U1005 BASIC-ELECTRONIC-Teach all about eletronic
U1006 LOTTO LUNACY V2 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL ...
U1008 HARD-WARE PROJECT 2 (2) Build dozen ... to fit Amigas in a tower case
U1009 DATA ALERT 3-explain why your computer cra...
U1010 WB2.04 INSTALLER-install A500+/A600 to HD

PUZZLE GAMES II

Massive collection of all the very best puzzle games ever released including some of the classics like Rubic-cube, Picture-Puzzles etc.. much too many to list. Very popular

5 disk pack only £4.99



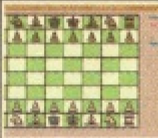




ARCADE GAMES II

COLLECTION OF THE VERY BEST SHOOT EM UPS
MUST FOR ANY GAMES PLAYER

5 disk pack only £4.99



BOARD GAME II

The very best board games ever released.
This pack contains the very latest CHESS, CHECKER, SCRABBLE, MONOPOLY & DOMINOES
recommend **5 disk pack only £4.99**

Printer P...

5 disk pack with all the latest pri... specially designed for printing ou... documents, text & pictures ect. ... to print out A5 Booklets (ver handy...

A must for any Amiga owner...

Printer Pack (5 disks) o...

GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G240 QUADRIX very addict excellent
G242 TAKE EM OUT like to Operation wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIX and INVADERS.
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball +level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT hunch back of notcha
G326 MEGA GAME COLLECTIONS III 3 top games
G329 MADONNA NUDE PUZZLES for 18+ only
G331 GRAVITY massive space exploring game
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brillant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G548 QUIZMASTER very good quiz programe
G552 ELEVATION games base on lift ??
G560 IMPERIAL WALKER -Base on STAR WAR games
G567 STARBASE 13 (2D) Brill like MONKEY ISLAND
G657 AMOS LOADSA MONEY best FRUIT-MACHINES
G659 MR MEN OLYMPIC (2D) many event to complete
G660 4 L.C.D DREAM 4 small hand held gamesG
664 NEIGHBOUR GAMES (2D) base on the TV series
G665 TIME RUNNER (WB2/3) Brillant graphic
G667 GOLF (2DISK) One of the first & decent GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3(new) add new feature &bouns gamme + 2 player RECOMMEND. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games

NEW 101 GAMES PK 3

new 101 pack 3 contains over 100 games. run on all Amigas only £11.99 offer buy any 2 pack together & recieve a free £4 token for use with next order "this offer cannot be used with any other offer current & subject to condition apply

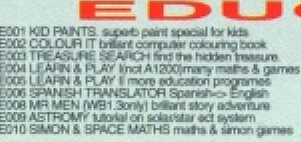
EDUCATION

E001 KID PAINTS. superb paint special for kids
E002 COLOUR IT brilliant computer colouring book
E003 TREASURE SEARCH find the hidden treasure.
E004 LEARN & PLAY (not A1200)many maths & games
E005 LEARN & PLAY II more education programes
E006 SPANISH TRANSLATOR Spanish<-> English
E008 MR MEN (WB1.3only) brilliant story adventure
E009 ASTROMY tutorial on solar/star ect system
E010 SIMON & SPACE MATHS maths & simon games

E011 EDUCATION PACK 1

packed with dozen of education programs ranging from maths, science to educational games recommend suitable for any Amiga. 5 disk pack only £4.95

E100 LITTLE TRAVELER information on world wide
E101 WORLD GEOGRAPHY world with map & test
E103 DISCOVERY OF THE ATOM. tutorial on the Atom
DESK TOP GUIDE TO MUSIC(3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Very entert... teach your child the ALPHABET
E108 HOW TO DELOVOPE PHOTO 1 (2) Excellent
E109 MR MEN OLYMPIC (2D) many event to complete
E110 CULT TV DATABASE (2D) Info on early TV series
E112 HOW TO DELOVOPE PHOTO 2 (2) delevope ...
ELETRONIC WORLDS(3D) Complete KJames BIBLE
THE EARTH BEGAN-theory how the BIG BANG expl... all the star & galaxy
E118 WORKBENCH 2 tutorial on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teach ... RECOMMEND



...ARIOUS PACK

...pack comes on 5 disks
...£4.95 per pack

...UR FONTS pack (1 or Pack 2)
...O FONTS Pack (1 or Pack 2)
...quality fonts for use with DPaint of Personal Paints

...OUS CLIPART pack (1,2,3 or 5)

...UR WORLD MAP (Pack 1,2 or 3)
...quality world map

...RUTA-GRAPHIC FONT (Pack 1,2,3,4 or 5)
...quality font for WORDSWORTH or any DTP

...NE VARIOUS OBJECT (Pack 1,2 or 3)
...3D VARIOUS OBJECT (Pack 1,2 or 3)
...WAVE VARIOUS OBJ (Pack 1,2 or 3)
...E FONT FOR ABOVE (Pack 1,2 or 3)
...se state for which pack above)

...so stock many more packs. Please Phone

COMMODORE C64 V3



The very latest version. Now you can play real Commodore C64 games on your Amiga All pack below are complete & ready to play directly on your Amiga. Printed instruction provide

C64 & 45 original games............£4.99
C64 & 100 original games...........£8.99
C64 & 200 original games.........£16.99

Ps. C64 & 100 games pack got 88% review in Amiga Shopper Issue 54

ZX SPECTRUM 48K



Now You Can Play 100s + 100s Of Spectrum 48K Gameson Your Amiga. Any Pack Below Is Complete & Ready To Run On Your Amiga. Full Printed Instructions Provided

SPECTRUM & 50 GAMES PK1 ONLY £4.99
SPECTRUM & 100 GAMES PK2 ONLY £7.99
SPECTRUM & 200 GAMES PK3 ONLY £11.99

SPECIAL OFFER
Take All 3 Packs Above & 50 New Spectrum Games For Only £19.99

More spectrum games available
<.......screen shot from AMIGA

Special offer

C64 & 45 games pack
Spectrum V2 & 50 games
Vic20 & 30 games

All 3 packs for only £9.99

SEE LEFT FOR DESCRIPTION

1000 SPECTRUM GAMES PACK

come on very large number of disks twice more games than the SPECTRUM GAMES CD. Spectrum V2 emulator included hurry order now limited pack available only £39.99

C64 V3 PK4

Special offer C64 v3 and 45, 100, 200 games pack with extra 55 C64 games making 400 C64 games & utilities disk come on very number of disk + games list & loading leaflet. Only £24.99

see C64 or Spectrum advert box for more detail

AGA A1200 & A4000 ONLY

THIS LISTING ARE FOR USE WITH AGA AMIGA

...EXTENSION DEMO Stunning demo, fast landscape anim
...ing city, regard the best AGA demo
...FRACTAL GENERATOR fractal in 256 colour.
...WORKBENCH HACK many hack/toy/blanker ect
...NEW SUPER KILLER know kmow & kill over316 type of
...all A1200 owner
...DWARP very first demo for the A1200
...KLONDIKE DELUXE AGA (3D) the best A1200 cardgames
...ous lady as cards face 18 + only
...SLEEPLESS NIGHT 3
...PLANET GROOVE Truly A1200 Demos
...MOTOR INVADER 2 (2D) Brillant INVADER game
...POINT OF SCALE Great A1200 only demos
...CHROMAS- Fairly good demo.
...WORLD OF MANGA (4DISK) magnificent Japanesecomic
...include Japanes Chick ect recommend
...MAGIC WORKBENCH improve the look of your WB& add
...to your WB really BRILLIANT
...WB 3 UTILITIES load of Wb 3 only utilities
...CHESS the best chess program games sofar but require
...Brillant graphic
...WORKBENCH 3 SCREEN Great back drop
...ADULT SLIDE Vol 1-9 (2 disk each) *see below
...BODY SHOP VOL 1-7 (2 disk each) *see below
...ATCHICK vol 1-3(2disk each) *see belowto order any disk
...data disk code &volume no? (remember 2 disk per vol-

DEGRADER

...A1200 FIX DISK COLLECTION 1
...A1200 FIX DISK 2 COLLECTION 2
...RELOCKIT V1.4a latest. run A500 SOFTWARE
...A1200 FIX DISK VOL 3 (new july 95)
...above are design to make any old A500-A600
...programe/games ect to run on your A1200/A4000
...FOR ALL AGA AMIGA OWNER. RECOMMEND

...A1200 UTIL - AGA TESTER, SYSINFO ect
...ACTION REPLAY V4 Complete ACTION REPLAY.
...ROADFIGHTER 2 brillant street fighter clone
...AGA BLITZ SCREEN BLANKER
...FAST GIFF 2 display GIFF pic in Workbench.
...AGA DIAGNOSTIC - NEW system tester
...BLACK BOARD AGA decent Image processor
...QUICK GRAB AGA -grab AGA screen PICTUREAGA110
...BEYONDS 1 (3) stunning 256 COLOUR fantasy art.
...ur uarbreathless
...SMELL LIKE CHANEL NO5 brillant demoray trace picture
...base on the A1200
...MAGIC FACTORY 1 STAR TREK (5 disk)
...AGA UTIL v1&2 (2) AGA util compilation
...AGA UTIL V3 &4 (2) more of above
...MULTIBOOT- 4 various version A500 EMU
...OFFICIAL WORKBENCH 3 HARDDRIVE INSTALLER
...WB3 HARDDISK PREF & INSTALLER installing
...CROSS DOS PLUS v5.1 read/write PC files
...SUPER LEAGUE 3 -latest manager games
...SPEAK & SPELL - educational software for kid
...BIG TOPS (18 + only)HMMmm
...KELOG LAND -brillant platform games
...ACTION REPLAY V5 - NEW UP DATE TO V4
...GER TRIZ very playable 256 colour tetriz
...FATAL-BLOW new STREET-FIGHTER 2 clone
...CINDY CRAWFORD Vol1 (2 disk) latest release
...INFESTATION (3 disk) The ultimated AGA demo
...CINDY CRAWFORD Vol II (2disk) amazing
...VIDEO TRACKER AGA-ultimate demo maker
...MAGIC WB EXTRA vol 1 & 2 (2disk)
...GIF BEAUTIES Vol (11-18) 8 more girls disk
...FRIDAY AT 8 another brillant AGA demos
...ASSASIN MULTIVISION AGA pic viewing util
...ALIEN FRENZE 2 player blasting +power up
...BIG TIME SENSUAL (2disk) SPACE BALL 2
...MASQUERADE 2disk brillant puzzle games.
...RAM JAM 94 it cat be done (2disk)
...EXPLOIT 2 DEMO new effect welldone.
...COMPLEX ORIGIN 2disk require 2 diskdrive
...TREASURE OF TUTANKHAMUN- eductaion tool
...LOVE 2 disk-simply brillant DEMOS
...AGA UTIL 7 & 8 (2 disk) .More USEFUL util

AGA234 KNOTTY-Stunning AGA sliding pictre puzzles
AGA240 LOTTERY WINNER hope fully will improveyour chance of winning a jack pot..GOOD-LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18 lot of games
AGA251 PACKMAN AGA -the best pacman yet
AGA252 ROCKET PD - Super thrust clonebrillant graphic for 1 or 2 player
AGA253 REAL DEMO stunning special effect
AGA254 DIRT AGA Brillant 256 colour effect.
AGA255 DELIGHT EXPLORE excellent demo
AGA256 KEFEREN AGA Demo lot of effect
AGA257 MINOMIST RAVE great rave music.
AGA258 OXYGENE Fantastic demo
AGA259 INTEL-OUT another very good demo
AGA260 SOMEJUSTIC94 Demo of the monthbrillant whirl effect. RECOMMEND
AGA262 TO THE DEATH very good STREET-FIGHTER clone with very good graphic.
AGA263 GEORGE GALAXO (2disk) brillantmultilevel shoot/platform game. RECOMMEND
AGA265 MISSILE OVER ZENON (2disk) Brillant3D missile commander with fantastic graphic
AGA266 TEAM-HOI DINO PLATFORM excellent dinoplatform
Note:this disk was a commercial games
AGA274 MUSIC 2 SURVIVE 2disk 8 excellentmusic master piece. well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2disk)
AGA278 CHANNEL Z ISSUE 1 (AGA) (2disk)
AGA base disk magazines. RECOMMENDAGA disk magazine topic.demo/music
AGA285 WORKBENCH BACKDROP VOL 3
AGA295 DE-LUXE MONOPOLY- Board game.V addicted
AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extreamly good to play
AGA298 ROCKET 2 set deep underground brillantgraphic. even better with 2 player
AGA299 SCRABBLE-Now fully run on all Amiga
AGA300 MAGIC WB V2. Demo of version 2
AGA302 TUTANKHAM II(2) Education-Egyptian MUMMY
AGA303 PAMLA.ANDERSON.(2) 18+ only BayWatch Babe
AGA304 BODYSHOP V8 (3) more bikini beauties
AGA305 TIMEZONE (2) V.Good graphic adventures.
AGA307 DENTAWOLF dooms demo
AGA308 NAXIS -Really show what AGA graphic co do
AGA310 FEARS (2d)- dooms clone demo
AGA312 JINX (2d) Fantastic arcade puzzle
AGA313 RAM JAM THE TASTE DEMO.very wicket demo.
AGA315 ILEX MYSTIC. New AGA demos
AGA320 KLONDIKE 3 (4disk) Hd require & 2meg+we aslo have a list of 25 cards for above.
AGA321 HOT-BABE 1 (2) MUST BE OVER
AGA322 HOT-BABE 2 (2) 18
AGA323 HOT-BABE 3 (2) BEFORE
AGA324 HOT-BABE 4 (2) ORDER ANY
AGA325 HOT-BABE 5 (2) OF THE HOT-BABE PACK
Hundred of quality Magic wb icon & back drop
AGA388 DESK-TOP MAGIC- 32 animated screen blanker
AGA389 WAR OF THE WORLDS -full 3D games
AGA390 FEAR 2. Brillant 3D graphic games like
AGA391 PSSST Amiga version of Spectrum games
AGA392 CHILD MURDER(4)Horror graphic adventure
AGA390 FEAR II -Brillant 3D game play just likeDOOM on the PC Garenteed you impress.
AGA393 PC EMULATOR V3- Latest PC emulator
AGA400 HYPER RACE (2) Super racing games
AGA410 CINDY CLAWFORD (3) new
AGA411 ELLE MACPHERSON (3)
AGA412 CLAUDIA SCHIFFER (3)
AGA413 BIG GIRLS II (3)
AGA414 GIRLS GIRLS (2)
AGA415 NIKY TAYLOR (2)
AGA417 KYLIE MINOUGE (3)
AGA418 FEMALE BODY BUILDER (3)
AGA419 EXCELLENT CARD GAMES 3 latest
AGA420 POKER & BLACK JACK DELUXE (3)4MEG
AGA421 COLOUR WB make your WB more colourful
AGA422 RIDGE RACER Demo on the Amiga.
AGA423 DRUG STORE DEMOS (2disk)
AGA424 DREAM WALKER (2) Demos
AGA425 MYSTIC DEMOS(2) 95 excellent demos
AGA426 ORIGIN 2 (2 DISK), Amazing

← SEE PAGE 1 FOR MORE SOFTWARE FOR YOUR AMIGA

HARDWARE AT UNBEATABLE PRICES

AMIGA A600 RAM EXPANSION

A601 Official commodore ram expansion. Fit inside trap door

- Add an extra 512k of memory to your A600.
- Enable your A600 to run larger programs.
- Let your Amiga A600 to run sevral programs at the same time.
- Highly recommend to any A600 owner

For a limited period we able to offer this memory board & 512k of memory at less than half price. **£10.99**
+ £1 for parcel force postage
+ Free mouse mat

Smart Stor 20mb £39.99
Smart Stor 30mb £49.99

Smart Stor is an external Hard drive which plugs into the PCMCIA slot in your A600 or A1200. Full work bench installed (Please state Amiga owned so we can install the correct WB for your Amiga ready to use). Order before Christmas for we will include 10Mb of the very latest PD from the Aminet...FREE Full portability... installation removal only takes seconds highly recommended.

Supplied complete & ready to use (for A600 & A1200) only

Muti-Start II (Rom Switch)

Switch between version of kickstart on your Amiga with ease. Hugely improve software compatibility with the A500 1.3 (just like owning 2 Amiga models in 1) This is the very latest version II. Fitting is very simple full step by step installation manual included. No soldering required.

Complete with romswitch boards, all ribbons & cables, manual and the WB 1.3 rom (Brand new & Boxed)

RRP £34.99 Now Only **£15.99**
For A500 Plus/A600 & A2000

SOFTWARE2000 DOUBLE CD CONTAIN

OVER 1965 DISKS



This is the big one! Nearly 2000 original disk from the SOFTWARE2000 library included on a Double CD set. For title list just take a look at this Doubles advert for example of titles & packs which can be found on these CDs. No lucky dip or unknown software. Full description on every disks/titles. Very easy to use menu-system on both CDs. This unique menus system lets you explore the contents of both CDs without disc swapping....., Excellent. See below.

EXAMPLE OF DISK CAN BE FOUND ON THE DOUBLE CD SET

294 VARIOUS UTILITIES DISKS,
252 ANIMATION DISKS,
181 AGA DISKS,
92 TOP SAMPLE AND FX DISKS,
118 EDUCATIONS DISK,
133 DEMOS,
225 MUSIC DISKS,
18 DEMOS (Adults only)
402 +VARIOUS GAMES DISKS - With an estimate of around 1000 Amiga games,
50 LATEST MAGIC WB & BACKDROP Versions for all Amigas also includes 100's of Imagine Obj, 600 Amiga fonts, 100's quality B&W & colour clip art & many more

UPDATE & RELEASE 1-OCTOBER 95 AVAILABLE NOW

ALSO INDLUDED ON THE CDS ARE

OVER 1000 NEW Spectrum Games (Play direct from CD)
& Both Never been released on any CD Roms
AROUND 700-1000 NEW C64 Games Files (EMULATOR INCLUDED)

- ✔ Over 600MB per CD
- ✔ Menu Compatible with All Amigas
- ✔ No duplicate of data
- ✔ Very Easy to use Menu

RRP £34.99 NEW PRICE



Now Only
ONLY £24.99
+70p for P&P

LOTTERY WINNER

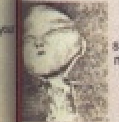


EXCELLENT COLLECTION OF VARIOUS LOTTERY WINNER PREDICTION PROGRAM
HIGHLY RECOMMEND
Pack only £4.99

UFO THE CLOSE ENCOUNTER

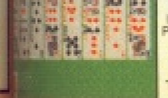
...& 100s of real life documents of UFO sightings, ...appings & Animal mutilation and many more. Very interesting read 6 Disk set only £5.99

UFO - ALIENS MULTIMEDIA



100s of documented cases on UFO sightings, abductions, Cattle mutilation & many more. Many with photo to back up the claim. some are so secret only released recently by law
9 disk pack only £8.99

CARD GAMES PACK II



FOR ALL CARD GAMES FANS. If You Like Poker, Black Jack, Spade, Pontoon, Solitaire, Bridge, Klondike etc then this pack is a must
Only £4.99
This pack contains 5 disks

BUSINESS SOFTWARE

U007 TEXT PLUS 2.2e easy to used word processor
U023 BANKING Home account program
U066 LABEL DESIGNER design your own labels
U067 CALV 1.2 Excellent Database prog. RECOMMENDED
U144 DESKTOP PUBLISHING The best PD DTP available
U128 BUSINESS CARD MAKER (not A1200) brillant
U150 500 BUSINESS LETTER very handy. Get it now
U611 BUSINESS CARD MAKER – can Print in colour
U101 DATA BASE WORKSHOP (2) brillant PACK
U121 SPREAD SHEET Very easy to used spreadsheet
U163 QUICK BASE Very powerful Database. Easy to use
U112 RIM DATABASE powerful database + full DOC
U195 AMIBASE – Professional II The best database yet
U227 TEXTRA Can edit several documents at once
U239 FLEXI BASE Small easy to operate database
U256 PENNY WISE very powerful database
U297 VISICALC Great database lots o functions
U356 TEXT-ENGINE V3.4 – full feature wordprocessor
U343 LITTLE OFFICE – database/wordprocessor/spreadsheet
U345 HOME BUSINESS JOURNAL – easy to use database
U357 BON APPETIT DATABASE many receipt
U364 HOME ACCOUNT – Account program
U368 AMICASH regarded as the best account prog. Excellent
U369 JOURNAL full feature account program
U385 LORAN NOTE BOOK database & world map
U390 DATA BASE compilation – best sell to date
U398 MORTGAGE CALC calculate mortgage repayment rate etc
U426 MONEY PROGRAM very good account program
U437 ACCOUNT MASTER V2.8 new account program
U520 HOUSE INVENTORY – ideal for home insurance
U559 ADDRESS PRINT V2.1 store & print addresses
U567 TEXT PLUS V4.0 pro requires HD & 2meg
U581 TEXT ENGINES V4.1 latest 36,000 word spellchecker
U588 INVENTORY 2 details of home contents, for insurance
U712 EDWORD PROFESSIONAL truly the best wordprocessor
U722 EASYCAL + massive spreadsheet max 92583 cells
U756 PAY ADVICE ANALAZER – money prog
U802 ADDRESS PRINTING print addresses on labels
U889 PAY ADVICE V3 account program
U810 LABEL MAKER – print labels etc. new
U900 THE MONEY PROGRAM – Accounts
U901 LOANS ACCOUNT
U954 ONFORM One of the best invoice makers
U959 ACCOUNT MASTER V2.2 (latest) program
...s up to 1000 entries per account

LITTLE OFFICE 2

New Release includes
550 Business Letters
Word Processor
Calendar
Name & Address Database
All this for only £1.99
COMPATIBLE WITH ALL AMIGA

Harddrive & disk drive space doubler

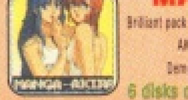
Epu V1.6 this doubles the size of your HD or DISK Drive storage capacity. RECOMMEND
U871 EPU V1.6 only .99p
SUITABLE FOR WB2/3

18 DEMOS

MUST BE 18 OR OVER

X80 CINDY CRAWFORD (2)
X74 MADONA (SEX) (3)
X01 SHOWER GIRL
X03 BODY TALK (2)
X09 MARIE WHITTAKER
X24 SABRINA SPECIAL
X25 DIE FILKINGER
X26 MADONA EARLY DAY
X28 KATHY LLOYD
X30 MEGA-MAID
X31 CALENDER GIRL
X32 MAY FAIR
X33 UTOPIA (4 DISK)
X45 GIRLS OF SPORT
X49 PAGE 3 GIRL
X70 GON GON GIRL
X71 TINA SMALLhot
X91 CINDY CALENDAR 95
X96 HOT BABE 1
X97 HOT BABE 2
X98 HOT BABE 3
X99 HOT BABE 4
X100 HOT BABE 5
X101 BIG GIRL II
X102 FEMALE BODY BUILDER
X103 GIRLS GIRLS
X105 ELLE MACPHERSON
X106 CLAUDIA SCHIFIFER

MANGA AKIRA



Brilliant pack of 6 disks containing some of the best MANGA AKIRA Games, Animations, Slideshows, Demos. All based on the Japanese MANGA.
6 disks only £5.95. Run on all AMIGAS

NEW - MAGIC WB

(IMPROVE YOUR WORKBENCH BY 500%)
this new version of magic wb are fully compatible any amiga even the very basic amiga can now run magic wb.
THE PICTURE IN THIS BOX IS AN EXAMPLE OF MAGIC WB

U995 Magic WB 1.3 .For any Amiga (WB1.3,-3.0)
AGA021 Magic WB AGA .Special A1200 & 4000

EXTRA FOR USE WITH ABOVE

MAGIC WB EXTRA vol 1-12 (2 disk per volume)
TO ORDER ANY MAGIC WB EXTRA JUST WRITE MAGIC WB EXTRA & VOL REQUIRED

BACKDROP FOR USE WITH ABOVE

each disk pack with dozens of quality back drops for use with Magic WB
VARIOUS B-D 1 (4D)
VARIOUS B-D 2 (2D)
MANGA B-D 2 (2D)
SEXY BACK DROP (1D)
NEW AMIGA LOGO (1D)
MAGIC SCENERY (2D)

SPECIAL OFFER
Magic WB pack
Magic WB Vol 1-6 total (12) ..only £7
Magic WB Vol 7-12 total (12) ..only £8
Each pack above when unpacked will fill 12 disks full of Magic WB. just like above retail at £1.98 per volume
VERY EASY TO UNPACK

HARDWARE PROJECT III

Build dozens of project. include an a accerale for an A500 for less than £15 install 3.5 HD in your A600 & A1200. Put your A500/A600/A1200 in a towercase for less than £30. Use 1.44 PC disk drive on your Amiga, Add an Pocket Modem to your Amiga & many many more this could save you £££...(not for beginner) ....3 disk pack only £5

ALSO STOCK THE ENTIRE COLLECTION OF LSD TOOLS 1-150 SCOPE 1-220 FRED FISH 1-1000 LSD DOCS 1-46 ASSASSIN GAMES 1-200 ETC

OctaMED 6 CD

■ Price: £29.95 ■ Developer: RBF Software ■ Supplier: Weird Science © 0116 234 0682



The Amiga's favourite music package makes it onto CD-ROM with a bevvy of mods and samples.

OctaMED is without doubt the best all-round music package available for the Amiga. Now it's available on CD-ROM along with over 600Mbs of extra files. If you've missed out on the wonders of *OctaMED*, check out the Welcome to *OctaMED* panel for an overview of this amazing music package.

In the past, music software has been supplied on floppy disks and to keep costs to a minimum, you are normally supplied with the main program and just a few small demonstration files. Once you start releasing software on CD-ROM though there's ample space to bundle just about as many support files as you can lay your hands on. Fortunately *OctaMED*'s developers have an enormous database of song and sample files at their disposal. The *OctaMED* user group is made up of enthusiastic musicians who regularly supply the database with new sounds and tunes, and all of this is included on the CD! This means you get over 350Mbs of modules, 1,200 MIDI files and 1,000 sound samples.

▲ Hundreds of modules and samples are included on the CD.

Walkabout

There are some definite highlights in the samples section. You may be familiar with the Walkabout Samples collection, which we reviewed back in July of 1992. We raved about them at the time, and they've stood the test of time. Converted from 16-bit originals, these take in a wide range of traditional and ethnic instruments and percussion, including both single hits and rhythm loops. There's also a good analogue percussion section for the dance crowd. Lots of samples from the user group's members and a section dedicated to samples from Urban Shakedown also feature on the CD.

As for the modules, these are sorted into named areas, as many of the group members have supplied a number of modules each. I even found a few of my old 'classic' modules on there! The variety and sheer number of modules is enough to keep anyone going for months on end.

SoundStudio

There will not be an *OctaMED* 7. – instead programmer Teijo Kinnunen is transforming the program into something new called SoundStudio. Based around *OctaMED* 6, SoundStudio will offer 32 channel sample playback on a standard Amiga, along with a completely new notation editor. You can get an idea of what's to come from the demo version that's included on the CD, although it's still in its embryonic stages, so don't expect a radically different program.

▲ The CD also includes a sneak preview of the forthcoming 32-channel SoundStudio.

▲ You won't find a better value music package.

Conclusion

This is one major music package and although it's certainly not to everyone's tastes, you'll find if you'll like it, you'll love it. If you are using both Amiga samples and outboard MIDI gear it just can't be beaten, especially if your passion is for dance music. Now that you get a complete sample library with the program, along with hundreds of modules to enjoy and learn from, it's even better value than ever before! If you have a CD-ROM drive and any interest at all in making your own music, this is an essential purchase. ■

Tony Horgan

Welcome to OctaMED

What makes *OctaMED 6* so much better than anything else is the extreme flexibility and power it offers. While many musicians use it mainly as a four channels sample sequencer, it's quite capable of playing up to eight Amiga samples and seemlessly combines MIDI sequencing with four channel sample playback.

***OctaMED* is a complete music production package, and even has its own sampler and sample editor built in. This encourages spontaneous sampling and sequencing on the fly and means that you don't need to use a dedicated sampling program. However, if you do want to run another audio application in the background, there's even an option to free up the audio channels to allow this – a rare if not unique option. For those times when you need to write a tune that uses very little memory, *OctaMED* also supports the use of synthetic instruments. These are limited in their use but take up far less RAM than samples.**

Recent additions to *OctaMED* include support HiSoft's 12 bit Aura sampler and Macro System's 16-bit hard disk sampler Tocatta. The revision on the CD even has improved Tocatta playback features that have been updated since the original floppy release of version 6.

Along with a massive following in the amateur sector, *OctaMED* has also proved its worth in the world of professional music production, and has been used to create quite a few successful records, most notably on the underground dance scene.

OCTAMED CD-ROM

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements:
Kickstart 2+, 1Mb RAM, CD-ROM drive

ease of use 79%
Tricky for beginners but very fast once you know how.

performance 93%
Enormous level of control over every aspect of your music.

value for money 95%
The program, modules and samples for under £30 – excellent!

OVERALL
Essential for all musicians with CD-ROM drives.

94

Kryonix Skeletal Objects for Imagine

■ Price: £24.99 for ten disks ■ Kryonix, 6 Kingsnorth Gardens, Folkestone, Kent CT20 2QW

Want to get the most from Imagine's bone's features? How about some pre-assembled dinosaur models?

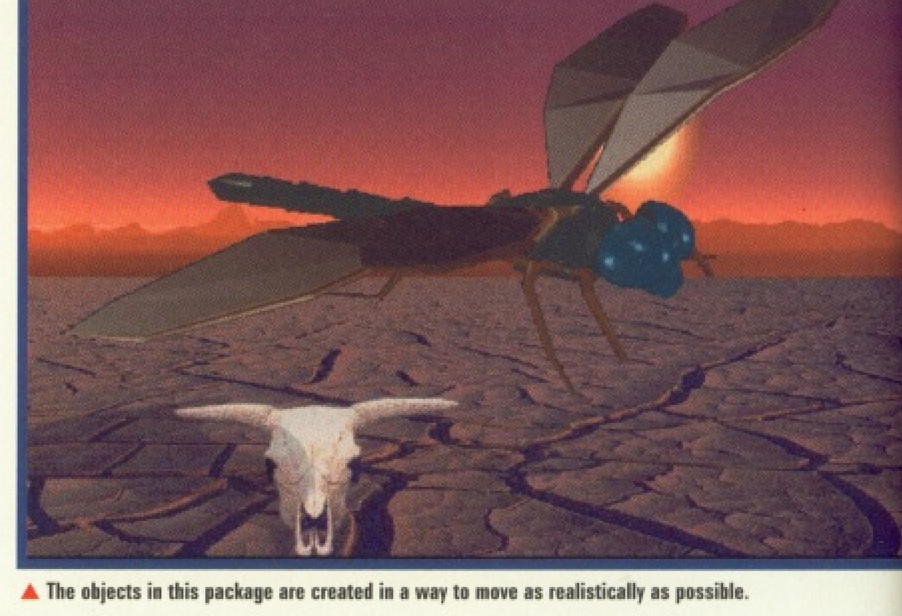
Imagine 3.0 has many features which are incredibly powerful, but also frighteningly difficult to use. One of the most amazing features are 'bones', which can be used to great effect when animating.

If you create a model of your arm and wish to animate it realistically, you would need to move many elements individually. Think of how your arm moves as you reach to pick up a pencil: the upper arms moves but so does the lower arm, hand and fingers. Every part moves individually in relation to one another as well as en masse.

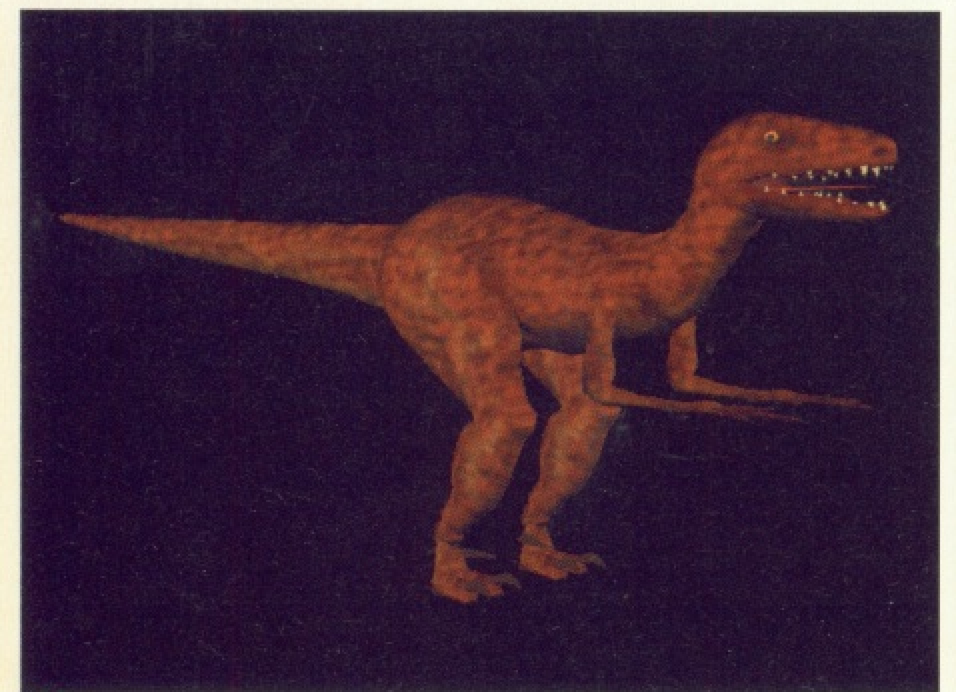
The *Imagine* 'bones' tool attempts to model how this process works. By creating bone objects and then applying a surface of skin on top, it's possible not only to build a hierarchical structure into the movement, but also to take care of the way the skin would move. It might all sound a bit yucky but the end result is incredible: the arm would move realistically, with the facets which cover it moving and stretching. You can even add a texture on top and have it stretch in the same way.

Dem bones

Unfortunately, bones are very complicated and not many users can fathom exactly how they work. Luckily Kryonix is a company who have sussed bones out totally, and they have created three incredibly detailed dinosaur models which are constructed in the 'bone' friendly manner. The resulting models can all be animated very realistically: legs will move, jaws open, heads turn and all with a top layer of textured skin which stretches and compresses.



▲ The objects in this package are created in a way to move as realistically as possible.



▲ The Imagine 'bones' tool tries to ape real life movement to make their stunning images even more real.

Using the STATE function, you can create the movements as a series of 'morph targets'. For example, one object state has the jaw closed and a second has it open. From the Action editor you can select the states to use and *Imagine* will interpolate the shapes in between models. Net result: a terrific animation of a dinosaur roaring.

The ten disk set also includes a complete environment for you to place your dinosaurs in: several landscapes, some prehistoric looking plantlife, sky backgrounds – all ready to load in and render. A simple 120 frame animated sky is provided which can produce some excellent results. The dinosaur models are very detailed, so you will need a good rendering set up: a few extra megs of memory, a co-processor and a hard drive are strongly recommended. It might have been a good idea to include the objects in several resolutions so that users with more standard Amiga systems could try the models out.

Limited to three

The downside to the pack is that unless you really need to create an animation with three dinosaurs you are stuck. But you do get to take apart some very well designed objects and see how they tick which is useful and Kryonix also promise forthcoming packs in *Imagine4* (and possibly *LightWave* format) featuring detailed aircraft models. ■

John Kennedy

Kryonix Skeletal Objects

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

system requirements: All Amigas with 3Mb. More RAM is recommended though.

ease of use ....80% Not child's play to use but the detailed instructions included here will help you master them.

performance ....85% Will keep you busy for days rendering your own sequels.

value for money ....80% Ten floppy disks packed with objects, textures and brushmaps. Excellent.

OVERALL Great if you need Dinosaur objects or help with Imagine. **87%**

Tel - (01903) 850378
Fax - (01903) 733893
Email - seasoft@mag-net.co.uk

SEASOFT







VERY LATEST & BEST PD ONLY 80P PER DISK FOR 10+ DISKS

FINAL FRONITER 9
£4.00

Just Out - The latest issue of this cult Star Trek magazine. We are now distributors for the Infinite Frontiers range of Sci-Fi based disk magazines etc. and can supply all issues of Final Frontier (1 to 9), Holodeck Slideshows (1 to 7) & Illusions (SciFi & Fantasy artwork)

T.I. 13 - £2.50
Latest issue of the MED Users Group Disk mag. Essential reading for all OctaMED users

(Issues 6 to 12 also available)

LOOM - £10.00
LOOM is an exciting departure from the normal methods of Amiga music production. It is a hybrid between a simple, yet powerful visual programming language and a composition system. Simple music OBJECTS (notes, chords, phrases or songs) are assembled together and modified with various tools & mathematical functions including data from Chaos Theory, Fractals, Non Linear Systems etc.

(Needs 4Meg of RAM)

KIDS ONLY - £10.00
Originally due for commercial release this brilliant collection of educational activities is now only available from Seasoft.

COLOURING PAD, I-SPY, DOT 2 DOT, PICTURE SLIDE, MUSIC MAKER, WORD SEARCH, PAIRS

Each colourful activity has various skill levels, making this title ideal for kids of all ages

(demo version PD disk 2282)

N.B. AMOS 8
Latest issue of this disk magazine for AMOS users

£4.50

includes support disk

1200 KICK V1.3 # (1)
Get those old A500 progs working!
1344 MAGIC WORKBENCH #^ (1)
1318 PRINTER DRIVERS (1)
Canon BJ; HP Deskjet; Ricoh etc.
1462 MIDI TUTORIAL # (1)
1526 WORD FACTORY (1)
Quality spelling prog for young kids
1989 MIDI UTILS # (1)
1990 MIDI UTILS 2 # (1)
1991 MUSIC X UTILS 1 # (2)
1993 MUSIC X UTILS 2 # (3)
2009 HARD DRIVE UTILS # (2)
Aback Up; Fix Disk; VC; Click Dos 2; ReOrg; Tools Daemon; Mr Back up etc
2121 A-Z PAINT PAD (1)
Excellent paint package for kids
2209 PERSONAL ANALYSER # (1)
Do you know yourself?
2268 BIG GIRLS 2 #^ (X) (3)
Well presented 20 "page 3" pics
2335 EXCELLENT CARD GAMES III #^ (1)
Poker, Czarina, Colours, Scottish & Napolean
2336 COARSE ANGLER # (2)
Excellent coarse fishing game/simulator
2340 DOPUS UTILS VOL 2 (2)
Various utilities for use with D'Opus
2341 CHANEQUES # (2)
Excellent game - watch out lemmings!
2344 - PAGESTREAM 3H UPDATE (2)
2374 - MAGIC WB EXTRAS 11 #^ (2)
2376 - MAGIC WB EXTRAS 12 #^ (2)
2380 - DOWNLOADER (1)
26 new fonts for use with 24 pin dot matrix printers or compatible printers.
2381 - BALLS (1)
Well presented shareware lottery
2384 - AMIGA DOS GUIDE # (1)
2388 - MR GREEDY (1)
Excellent Story book for young kids
2390 - ALIENS CONFIDENTIAL MULTIMEDIA #^ (9)
Packed with interesting facts & pics
2403 - WAC AMOS SPECIAL #^ (1)
Amos disk mag - a must for amos users
2405 - EMOTIONAL CONFLICT #^ (1)
Impressive Graphic Adventure game
2406 - HP LASER JET 4 DRIVERS (1)
LJ4 Boost, Miniprint, HP4L Control
2407 - CMS TRAX 7 # (1)
5 Excellent OctaMED Modules
2408 - MULTIVISION 9 # (1)
2409 - MULTIVISION 10 # (1)
2410 - MULTIPRINT 5 # (1)
2411 - DISK HELPER 9 # (1)
2412 - DISK HELPER 10 # (1)
2413 - AUDIO MAGIC 14 # (1)
2414 - AUDIO MAGIC 15 # (1)
2415 - OFFICE HELPER 4 # (1)
2416 - PAMELA ANDERSON (X) #^ (2)
2418 - CLAUDIA SCHIFFER (X) #^ (3)
2428 - HD GAMES INSTALLER 4 (1)
2429 - ABYSS DRUGSTORE #^ (2)
2431 - FREEZER LECH #^ (1)
Three of the very latest AGA Demos
2433 - KIDS 7 # (1)
Excellent programs for young kids
2437 - INTERNET UTILS 2 # (1)
AmiTalk; AmiTCPHelper; AmiWatch; Control Panel; GUIF; Online O Meter.
2438 - ESSENTIAL AMINET 7 # (1)
ImageFX ImageStudio data/patches; LHAControl, L4Boost; MasterISO; Photogenices etc
2439 - FRODO V1.5 # (1)
Commodore 64 emulator

This is only a very small selection of the PD titles in our collection. If you can not see what you are looking for then PLEASE ASK.

2440 - ROM 4 DISK MAG # (2)
All you need to know about the Demo scene
2452 - STAR TREK GUIDE # (6)
All you wanted to know about Star Trek
2458 - DR WHO ANNIVERSARY # (5)
Do you know who the Daleks were?
2466 - FINDING THE TRUTH 2 # (2)
2468 - FINDING THE TRUTH 3 # (1)
All the latest on UFO findings
2469 - DOS MAN (1)
Ref book for beginners and experts
2470 - IMAGE STUDIO 2.1 (2)
Latest version of this excellent program

2482 SUN #^ (2)
Excellent Fantasy Demo
2484 MASTER BLASTER # (1)
Excellent Dynablaster clone
2485 SKIDMARKS 2 CARS (2)
More cars for Skidmarks 2 game
2487 DELUXE PACMAN V1.6 #^ (1)
Super Pacman game
2490 CMS TRAX 8 # (1)
More excellent OctaMED 6 mods
2491 MESSYSID 3 (1)
Don't have CrossDos! then get this
2492 DUCK DODGERS # (1)
Addictive platform game

PD/SHAREWARE PRICES
1 disk - £1.50, 2 to 4 disks - £1.25, 5 to 9 disks - £1.00, 10 - 19 disks - 80p, 20+ disks - 75p.

Prices per disk - Number of disks shown in brackets
Titles marked # will not work on A500 (V1.2/V1.3);
^ will not work on A500+/A600; (X) are suitable for over 16's only

2472 - THE WORD 6 #^ (1)
NFA Disk 'Scene' magazine
2473 - AMIGA E V3.1A # (2)
Latest E Compiler (lha format)
2475 - PICTURE BOOK #^ (4)
Stunning AGA Demo - worth a look
2480 - SCOUT # (1)
Comprehensive System Monitor
2481 - TRANSITION # (1)
Image conversion package

2493 SHAPESHIFTER V3.1 # (1)
Apple Mac emulator
2494 CHEATS V2.1 (2)
Loads and loads of game cheats
2496 THIRD DIMENSIONS 17 (1)
A must for 3D Con Kit users
2497 ALTERNATIVELY MUSICKED # (1)
Out of this world - OctaMED Mods
2498 MUSIC FIRST # (1)
OctaMED mods of Eric Clapton

NEW - OctaMED 6 CD - £25.00
free postage & packing on CD's (UK only)

17-BIT FIFTH DIMENSION	£17.50
A DROP IN THE OCEAN (Audio CD)	£9.00
AGA EXPERIENCE	£17.50
AMINET 9	£13.50
AMINET SET 1 (Quad)	£22.50
AMINET SET 2 (Quad)	£25.00
AMOS PD Version 2	£17.50
ARCADE CLASSICS	£13.50
ARTWORX	£9.00
ASSASSINS COLLECTION 1	£9.00
ASSASSINS COLLECTION 2	£17.50
COLOUR LIBRARY	£9.00
GRAPHICS SENSATIONS	£17.50
GROLIERS 2 ENCYCLOPEDIA	£25.00
HOTTEST 6	£17.50
LSD 3	£17.50
MEETING PEARLS 3	£9.00
MULTIMEDIA TOOLKIT 2	£22.50
NETWORK Volume 2	£13.50
PROFESSIONAL IFF/PCX CLIPART 2	£17.50
SCI-FI SENSATIONS	£17.50
SOUND & GFX W.SHOP (double)	£17.50
UPD GOLD (Quad)	£25.00
ZOOM2	£17.50

400dpi Mega Mouse - £12.95

SPECIAL VALUE PD PACKS ONLY £7.50 PER 10 DISK PACK

2499 TEXT ENGINE 5 # (1)
The very latest and best s/w Word Processor
2500 AEVOLUTION # (3)
Quality OctaMED Mods
2503 TARGET # (1)
Great game - shoot the targets!
2504 UFO ANIM #^ (1)
2505 THE WORD 7 (2)
NFA disk mag of the Demo scene
2507 SURFING THE JAZZ WAVES # (1)
Excellent Jazz Music Demo
2508 VIRUS CHECKER 7.17 # (1)
Latest and best virus checker around
2509 C64 EMULATOR V3 (3)
Latest emulator and games
2512 FRUIT KITCHEN - SILENTS #^ (2)
2514 HATE 2 - FRANTIC #^ (2)
2516 THRILLED - EMBASSY #^ (2)
2518 ZIF #^ (2)
The latest AGA demos, all req HD
2520 SHEPHERD # (1)
Populous/Gods style game
2521 SCION V3.13 # (1)
2522 GEN TREE # (1)
2 comprehensive genealogist programs
2523 YOUR FIRST PONY (2)
Learn all about caring for your pony
2525 AIRSHOW # (1)
Pictures from recent airshows
2526 MESSERSCHMITT BF109 (2)
Text book and pics about this fighter
2528 ULTIMATE DMC DEMO # (1)
Demo of the F1 Disk magazine creator
2529 ULTRA ACCOUNTS V2 # (1)
Comprehensive banking package
2530 TURBO CAT PRO V1.2 # (1)
Disk Cataloguer
2531 TRAP EM GAME # (1)
2532 AMOS EXTENSIONS (1)
2535 FRANTIC # (1)
2534 ADVANCED AMIGA ANALYSER (1)
2536 SHARD WB3 LIBS & DATATYPES (1)
2537 PD PAK 6 # (1)
2538 WB3 UTILITIES #^ (1)
2539 THE BEST OF THE REST # (1)
2540 SAMPLES (3)
2543 ULTIMATE MUSIC JAM (1)
2544 THIRD DIMENSION 18 (1)
2545 CD ROMS INFO (1)
2546 SPECTRUM GAMES (4)
For use with Speccy emulator
2550 VARIOUS PRINTER DRIVERS (1)
2551 SPITFIRE V4 (2)
Text book and pics about the Spitfire
2553 VARKS CLI UTILS 7 # (1)
2554 DOGS COGS DEMO #^ (3)
Excellent music demo by Nerve Axis
2557 LOBE DEMO #^ (1)
2558 GAP DEMO #^ (1)
New AGA demos from the Remedy Party
2559 GRAPHIC WORKBENCH #^ (2)
HD utility to create backdrops including 10 backdrops and icon sets
2561 GRAPHIC WB EXTRAS #^ (2)
More backdrops from Reko card sets
2563 HEAD & SHOULDERS #^ (1)
Effect brings you various chip modules
2564 DALA HORSE DEMO #^ (4)
Powerful HD Demo by Razor
2568 GLOOM GAME DEMO #^ (1)
HD Doom style Playable demo
2567 ABSOLUTE BEGINNERS GUIDE TO WORKBENCH V3 VOL 1 #^ (1)
2568 F1 PUNTER UPGRADE (1)
Upgrade to F187 Punter V3 to V3.1
2569 OXYGENE 'CONTROL' #^ (2)
HD Demo winner from GASP 95 party

- NEW - AURAL SYNTHETICA
£30.00

DIGITAL MODULAR SAMPLE SYNTHESISER

From the author of Aural Illusion Modular synthesiser design provides the most versatile sound generation program on any platform. Samples saved as IFF, AIFF, WAV or SAFF formats.

(needs Kickstart 2 or greater & 2Meg of RAM)

CALL FOR FULL DETAILS

MIDICRAFT MAGAZINE
Following on from where the highly successful AM/FM left off, this new disk based mag from the Craft brothers is a must for all Amiga musicians.

£2.50 per issue

(Issue 8 now available)

AURAL ILLUSION 2
£20.00

8/16 BIT SAMPLE PROCESSOR

32 bit processing
55 Manipulations
30 Effects including Time Stretch, Graphic Eq. Mixer & Resonant Filter. Compatible with most popular 8/16 bit file formats including IFF, AIFF, WAV, VOC etc - Improved Synthesised Sound Editor

(needs Kickstart 2 or greater & 2Meg of RAM)

MIDI MODULES
High quality Music-X and Amiga/PC MIDI files (state format required) produced and arranged by Kevan & Gareth Craft

Volume 1 - £15.00
Volume 2 for Keys - £10.00
Volume 3 - £20.00
Dynamite Drums 1 - £10.00
Dynamite Drums 2 - £15.00

Call for further details

NEW
B.U.G. Issue 1 Disk based magazine 100% devoted to users of Blitz Basic

£3.50

TECHNOSOUND TURBO 2 - Pro
Latest version of this popular 8-bit sampler

£29.99

Pack 2 (a & b) MAGIC WB EXTRAS
Packed full of backgrounds, Icons etc. for Magic WB
2 packs available (2a & 2b)

Pack 4 EDUCATION
The best Public Domain Educational programs around for young children, ages 4 - 11

Pack 5 SAMPLES
Packed with a wide range of quality samples for your favourite music package (Please state RAW or IFF)

Pack 8 (a to j) OctaMED Modules
Hundreds of mods from the Med Users Group collection. 10 packs available (8a to 8j)

Pack 9 (a & b) CG FONTS
Loads of quality Compugraphic fonts for WB 2 & 3, Wordworth 2+, Page setter 3 etc. 2 packs available (9a & 9b)

Pack 11 CARTOON CLIPART
Mono & Colour IFF clipart of your favourite characters from Porky Pig to the Lion King

MIDI INTERFACE
1 IN, 1 THRU & 3 OUT with pair of leads

£22.50

HORIZON
A NEW NAME IN LICENCE-WARE DISTRIBUTION

The following titles are only £3.50 each
Call for complete listing

TOUCH TYPING TUTOR 2 - excellent tutor
PAINT, PASTE & DRAW - paint package
FAST FRET - teach scales on the guitar
-CHORD - teach chords on the guitar
DRAW SELECTOR - database for the pools
LOCKOUT PRO - a must for HD owners
POWER ACCOUNT - home finance package
LOTTERY FORECAST - random etc.
LOTTERY LEAGUE - lottery database
POWER TEXT - text editor & word processor
ASTRONUTTY - puzzle arcade platform game
OGGLES - quality platform game
CRYSTAL SKULL - graphic strategy game
DRAGON TILES 2 - mahjong puzzle game
ARRY - arcade game - help the painter!
LASERS - puzzle solving arcade game
ENTINAL - excellent puzzle game
FRONTIER DEFENDER - space combat game
INNING POST - horse racing simulator

LITTLE GEM
Mixer & E.Q. unit

The ideal accessory for OctaMED etc

9/10 - Amiga Computing
83% - CU Amiga
83% - Amiga User
80% - Amiga Shopper

£69.99

OTHER SPECIAL VALUE PACKS

Pack 12 OctaMED 4 - £5.00
6 disks with the full version of this A500 compatible music prog., disk based manual and a selection of mods & samples to get you started.

Pack 14 OFFICE PACK - £4.50
5 essential tools for the home/small office. Word Processor, Database, Forms Designer, Accounts & Spreadsheets.

Pack 20 AMIGA-E SUPPORT PACK - £4.50
Produced in response to the CU cover disk this pack contains loads of support files etc. from the Aminet archives.

A1200 STARTER PACK
Mouse Mat
Dust Cover
Head Cleaner
10 Blank Disks
100 Cap Disk Box
10 ASI Games Disks

£19.95

Please remember to add the following Postage & Packing charges -

50p to orders for P.D./Licenceware only (£1.50 Europe, £3.00 R.O.W.) or £1.00 if your order includes other items (Europe & R.O.W. at cost).

Please make cheques/postal orders payable to SEASOFT COMPUTING and send to: Seasoft Computing, (Dept CU), Unit 3, Minster Court, Courtwick Lane, Littlehampton, West Sussex BN17 7RN

or telephone

(01903) 850378

10am to 7pm Mon - Fri (to 5pm Sat) Visitors by appointment only please

F1 LICENCEWARE
We stock the entire F1 range
Call for complete listing

F1-74 AMIGA ASSIST £3.99
New to the Amiga? - Then get this disk
F1-101 INTRO TO DOS 2 £6.99
F1-16 PIC KNIT £3.99
Convert IFF pics to knitting patterns
F1-99 GRAC USER DISK £3.99
A must for all Grac users
F1-69 GUITAR CHORD DIR £3.99
Displays over 276 chords
F1-71 MUSIC 2 TAB EXCEL £3.99
convert music notation to tabs
F1-106 AMOSZINE 8 £5.99
Disk magazine for Amos users

F1 GOLD with printed manuals
D.M.C. £6.99
Excellent Disk Magazine creator
GRAC V1.1 - £6.99
Powerful Graphic Adventure Creator
BLACKBOARD V4 - £8.99
Comprehensive image processor
MAGIC PAINT BOX - £6.99
Paint package especially for kids



Multimedia At Its Best!

- ✔ Simple and Easy-to-use
- ✔ Educating and Informative
- ✔ Entertaining and Exciting
- ✔ Powerful and Amazing!

Main Contents List:



The History of the Amiga
Who invented it? The old Commodore, its bosses, ideas, mistakes etc. The Escom rivival and much more.
Amiga Environment
What is your Amiga? Why is it so special? What is the 'scene'? Who are Amiga Technologies and what do they do?
The Amiga Hardware
Inside, outside, ports, chips all explained
Workbench and DOS
What is it? Using it. Data and file management, Workbench environment tips, the CLI, advanced WB and CLI tricks
Programming
AMOS, Blitz, assembly, C, Amiga E and AREXX examined
Become an Artist Overnight
Raytracing, 3D, animation, bitmap drawing analysed
Become an Amiga Music Maestro
Octamed explained, MIDI discussed, musicians interviewed
Getting Your Words Into Print
Word processing, Desk Top Publishing, Printers, Clipart etc
Surfing the Super Information Highway
Intro to the Internet, Surfing the Internet, WWW design, Amiga Internet Providers, Amiga Internet software
General Arena
Emulation, Operating Systems, Virus Problems, Amiga in Business, Multimedia etc etc etc
The Amiga Future
Where is the Amiga going? Amiga Technologies' plans, Amiga visions, possible industry comments
And Finally
Credits, thanks and anything we have forgotten!

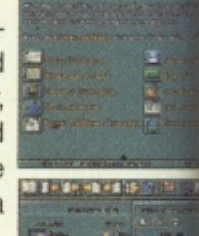
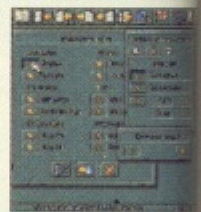
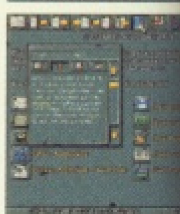
Also!

- Full version of Octamed 5.04
- 'Test Drive', exclusive version of Wordworth 3
- Disk Magic and Photogenics demos, info and tutorials
- Essential PD to Get Started!
- Special upgrade prices to new Amiga products and software
- Full colour booklet guide

The Get Started CD should be available from most good CD mail order and high street Amiga retailers. All rights reserved. Contents may be subject to change.

Out Early February 1996
[AGA Machines] £29.99

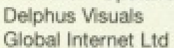
Welcome to the Amiga's first truly AGA multimedia, point-and-click compact disc. Have you been craving for PC-style multimedia CD's on your Amiga? This rivals and beats many PC interfaces. A CD to help any Amiga owner, from beginner through to intermediate level, understand their computer. John Kennedy drives you around the Internet, MIDICraft entertain you to the delights of Amiga MIDI, Stuart Morton teaches you how to get into programming, Larry Hickmott on DTP and more. This CD is like getting 12 issues of your favourite magazine - info online all the time! Even experts will be entertained by this CD - there is something for everyone. Not to be missed!



Above are four screen grab[s of] an early version of the Get S[tarted] CD interface: The main pag[e ...] colour windows, the floati[ng ...] tionary and an animation ex[...]

And Starring!



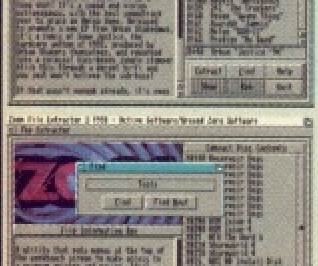
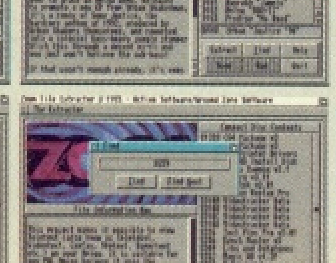
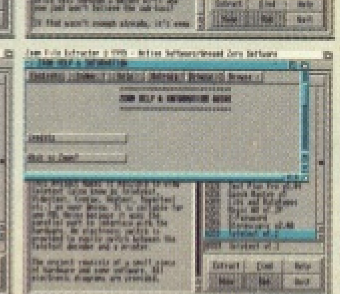
Kev and Gareth Craft	- Amiga MIDI	- MIDICraft
Steve Bye	- AMOS Programming	- F1 Licenceware
Malcolm Lavery	- AMOS 'Hands-on'	- AMOS Programmer
Ed Wiles	- Octamed in Depth	- Octamed Expert
Dave Sullivan	- Octamed 'Hands-on'	- Audio Imaging
Larry Hickmott	- DTP, Printers, Clipart	- LH Publishing
Peter and David Clarke	- 3D Animation	- The Room Upstairs
Simon & Co.	- Architecture	- Delphus Visuals
Mark Thomas	- WWW Design	- Global Internet Ltd
Danny Amor	- CD Creation	- Freelance Writer
Jason Brown	- Bitmap Graphics	- Freelance Artist
Dale Hemenway	- Animation	- Dalemation
Gary Whiteley	- Amiga DTV	- Freelance Writer
David Taylor	- Various	- Freelance Writer
John Kennedy	- Various	- Paragon (Freelance)
The Active Software team!	*- All the other work*	

ZOOM



Do you want the latest PD CD-Rom that contains the latest PD to December 1995? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the co-author of the superb new Get Started CD - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early December 1995 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want the latest or greatest PD software then look here! Over 640MB - 1.3 GIG's of material uncrunched, 1000's of programs. Voted 92% 'best buy' in Amiga Shopper.

The images below show the ZOOM release 2 interface in various guises: the main interface, extractor window, help guide, UN-DMS window, search/find tool and the new directory structure.

RELEASE 2

- ✔ **NEW SEARCH ROUTINE**
  the multi-tasking search/find will seek program names or code numbers
- ✔ **NEW 'HOT KEYS' FUNCTION**
  just press 'S' for search, 'E' for extract, 'F' for find, 'C' to Copy or 'Help" for help!
- ✔ **NEW DIRECTORY STRUCTURE**
  access "Utilities", "Demos", "Games" etc much more easily through a new directory layout
- ✔ **OVER 250 NEW DISKS**
  Over 200 new disks have been added since the release of ZOOM ONE in early 1995
- ✔ **RESTYLED, REDESIGNED AND REMASTERE[D]**
  new help and information guide, restyled artwork, reworked interface etc etc!

- **Greatest & latest PD from October 94 - December 95**
  Utils, games, demos, slideshows, education, disk mag[s] and more! Over one year of new PD - all the best here
- **NEW! 100 Klondike/Card Games Deluxe Cardsets**
- **NEW! The complete Active Software Pro Pack collecti[on]**
- **NEW! All the Professional Sound Samples [50 Disks]**
- **NEW! Over 25MB+ of read-to-view/use Magic WB icon[s]**
- **NEW! Special 'programming' themed area**

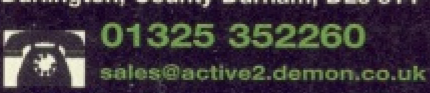
Superb value CD-Rom at only........ £19.99 NE[W]
Available to existing owners at £6.99 - cal[l]

When ordering add 75p for postage. Orders outside UK add £1.00 on every CD for postage. Make cheques/P.O.'s payable to Active Software and send to the address below. You can pre order Get Started by credit card only - your card will not be debited until despatch of the CD-Rom. ZOOM release 2 is now available and in stock for delivery.

Active Software, PO Box 151,
Darlington, County Durham, DL3 8YT



01325 352260
sales@active2.demon.co.uk





FourSquare HD Disk Drive

■ **Price: £89.95** ■ **Developer/Supplier: Brian Fowler Computing ✆ 01392 499755**

We give a snazzy new black High Density floppy drive a spin.

Floppies (DD and HD) deserve to become obsolete. They're slow and expensive per megabyte compared to new storage methods but they have one thing on their side: they're cheap. So until Zip drive type devices become cheap enough to be supplied as standard with every machine, we'll have to live with the old floppy for a while yet.

Measly DD

High Density (HD) floppy drives are standard issue for every other computer platform on the globe, with a storage capacity of 1.76Mb per disk. However, apart from the original A4000 and later models of the A3000, all Amigas come fitted with what is now regarded as a measly 880K floppy drive, rather confusingly termed Double Density (DD). This is because HD drives spin at twice the speed, which is too fast for the Amiga's aging disk-handler Paula chip – hardly surprising since Paula is 10 years old.

Previous HD units, as found in the Commodore A4000s for example, were actually special expensive custom mechanisms that spun at half speed. Amiga Technologies couldn't source these drives again so even the amazingly expensive A4000T doesn't have an HD drive any more. Power Computing solved the problem by using a standard HD mechanism and integrating some special buffering electronics into their Power XL drives. However, this made them larger, more expensive and a software patch is necessary to write enable the drives.

Sexy black

Brian Fowler has also come to the rescue with the FourSquare, a new HD drive that, like those in the Commodore A4000, consists of a half speed HD mechanism. This means no extra electronics and no software patch. However the best is yet to come: it's absolutely tiny, it's height is only about the equivalent of three floppies! As if that wasn't enough, it sports a sexy rough black finish that's just gorgeous to behold. If we awarded a score for looks, this drive would be a '100%er'. If you thought the Zip drive looked smart, check this out.

It's simple enough to use though to eject a disk you need to exert a fair bit of force to the slider on the top but the drive rests on rubber feet with a good grip.

Problems

I'd imagine that most potential purchasers of the FourSquare HD drive would be interested in it so that they can read and write PC and Macintosh HD disks, although hard drive back-up is another possible use.

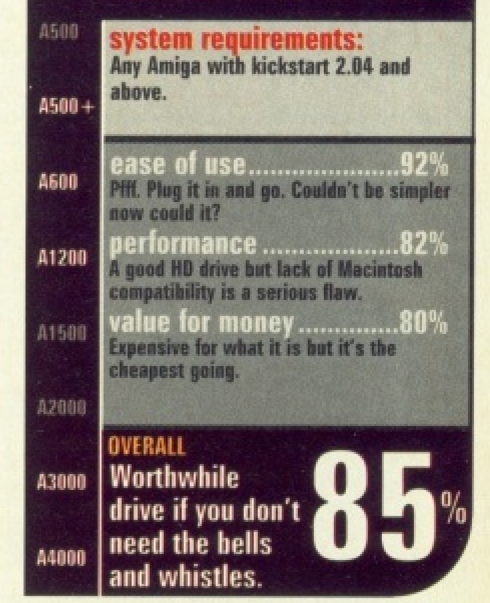
Unfortunately HD disks formatted via *CrossMAC* or *ShapeShifter* seem to be incompatible with real Macintosh drives. That's a very serious blow indeed if Macintosh emulating is your thing. When asked about this Brian Fowler said that it would work with the Emplant Mac emulation card.

There are a couple more minor negative points though: one is that the drive has no pass-through port so it'll have to be the last drive in your chain if you already have an external unit. The reason is that it's supplied with a special cable that goes from the Amiga into a socket on the rear of the drive. The plug is actually a piece of circuit board which is necessary because a standard drive plug just would not fit. It has 'Top' etched in the plastic hood of one side of the plug to make sure it goes in the right way but it is likely to cause long term problems with repeated connection and disconnection, not least if you accidentally plug it in upside down. It's probably not a good idea to use this plug to disable the drive. Another drawback is the lack of a disable switch either. Then again, why disable it?

I found the FourSquare to be a good drive but 90% of my own use of HD drives is swopping disks with the Macintosh so it's usefulness was seriously marred in this respect. However, it works faultlessly with Amiga and PC formatted disks, looks sexy as hell and takes up no space to talk of. If you need an HD floppy drive and don't need a pass through port, disable switch or Macintosh compatibility, I'd recommend the FourSquare. Otherwise go for a Power XL. ■ **Mat Bettinson.**



▲ This is one sexy looking drive: it's compact with a nice black finish.


FOURSQUARE HD DRIVE

A500 | A500+ | A600 | A1200 | A1500 | A2000 | A3000 | A4000

system requirements: Any Amiga with kickstart 2.04 and above.

ease of use 92%
Pfft. Plug it in and go. Couldn't be simpler now could it?

performance 82%
A good HD drive but lack of Macintosh compatibility is a serious flaw.

value for money 80%
Expensive for what it is but it's the cheapest going.

OVERALL
Worthwhile drive if you don't need the bells and whistles. **85%**





CD-ROM Round up

UFOs devotees will love this selection of CD-ROMs and Aminet fans will too.

Artworx CD

There's no shortage of graphics and clip art CD-ROMs, so it takes something a bit special to make the grade. This one has been compiled from the public domain, drawing on images taken from demos, slideshows and various other sources. Most of the pictures are 'hand drawn' or ray traced, rather than digitised. The best pictures are those taken from Euro demos, some of which are stunning. There's also a good deal of 3D ray-traced images. However, much of the content is rather shoddy, drawn in low resolution with very basic techniques. Although there are quite a few different areas on the disc (scenery, people, transport etc) some of the categories include a disappointingly low number of pictures. This is not the kind of CD that is likely to have you coming back to it time after time as a source for clip art and pictures, mainly due to the inconsistent quality of the images. However, Amiga artists looking for inspiration will find plenty on offer, and when you see that it's on sale for under a tenner, it starts to look a whole lot better.



Available from: Weird Science, 1 Rowlandson Close, Leicester, Leics LE4 2SE. Tel: 0116 234 0682. Price: £9.99 plus £1 P+P.

69 %

The UFO Phenomenon

Is there anybody out there? According to the testimonies and pictures on this CD there have been countless alien encounters and government cover-ups over the past 50 years or so. The UFO Phenomenon is a collection of text documents and fuzzy alien pictures that include all the best-loved and most famous little green men stories, including the Roswell Incident (pictures of a 'real alien' being dissected during a post mortem), alien abductions ('and then I woke up inside a wonderful silver spaceship...'), gut-churning cattle mutilations (supposedly carried out by aliens, accompanied by photographs), crop circles and many more.

There's no shortage of text to get your teeth into but considering the capacity of the CD, it would have been nice to see a larger selection of pictures (there are around 80 on the disc). The main bulk of the CD is the written accounts of sightings and experiences, some from members of the US armed forces, which seem to be at the centre of a large number of these stories. Plenty of fun for UFO fans and supporters of Big Brother Conspiracy theories.



Available from: 7 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Tel: 01924 366 982. Price: £14.95 plus 75p P+P.

61 %

Aminet 9

If you picked up our November 1995 CD issue you'll already have at least one Aminet CD in your collection and if you've got any sense you'll already have space reserved on the shelf for Aminet 9.

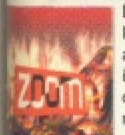
The format is just as before, with various drawers of archived files that can be accessed and unpacked from an AmigaGuide document. There's 500Mb of new software since the last edition of the Aminet series. Each edition has a theme, which means that along with all the latest software from around the globe, you also get an extra large serving of software from a particular genre; this time it's games and there are nearly 1,000 of them on the disc. Although most of the data is in compressed form, the AmigaGuide index is set up for automatic decompression. Where picture files and music modules are selected, the relevant viewer and player tools are called up automatically. An essential buy.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Tel: 01924 366 982. Price: £12.99 plus 75p P+P.

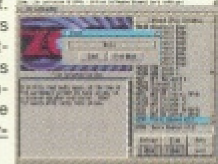


90 %





Do you want the latest PD CD-Rom that contains the latest PD to December 1995? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the co-author of the superb new Get Started CD - just point, read about the disk and click to extract. ...b and very easy to use. The contents ...e also been updated so you get all the lat... PD until early December 1995 and loads ...e as listed opposite. Comes with an on-...help routine, multitasking search routine ...otkeys function. **For more ZOOM infor-...ion see the separate advert.**



...perb value CD-Rom at only £19.99 NEW!
...ailable to existing owners at £6.99 - call!

NEW - RELEASE VERSION 2

- **New Search Routine** – the multi-tasking search/find will seek file names or number
- **New 'Hot-Keys' Function** – just press 'S' for search or 'E' for extract, "Help" for help!
- **New Directory Structure** – access "Utilities", "Demos", "Games" etc much more easily
- **Over 200 New Disks** – Over 200 new disks since Zoom release one, in early 1995
- **Restyled, Remastered** – new help and information guide, restyled artwork! Superb!

- **Greatest & latest PD from October 94 - November 95 : Utils, games, demos, slideshows, education, disk mags and more!** - *including most of this advert and loads of great PD software*
- **NEW! 100 Klondike/Card Games Deluxe Cardsets**
- **NEW! The complete Active Software Pro Pack collection**
- **NEW! All the Professional Sound Samples [50 Disks]**
- **NEW! Over 25MB+ of read-to-view/use Magic WB icons etc**
- **NEW! Special 'programming' themed area**

F1 LICENCEWARE
volume one - FI-01 to FI-100

Sick of the run-of-the-mill old PD CD releases containg collections from pre-1995?!? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (databse program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 90% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware. **All programmers receive a royalty for every CD sold.** **£32.99**

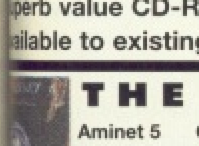


COMMERCIAL SOFTWARE - NOT PD!

THE AMINET COLLECTION

Aminet 5	Out of Stock		£-------
Aminet 6	June 95		£12.99
Aminet 7	August 95		£12.99
Aminet 8	October 95		£12.99
Aminet 9	December 95	[Out Now]	£11.99
Aminet 10	February 96	[Pre-Order]	£11.99
Aminet 11	April 96	[Pre-Order]	£11.99

AMINET SERIES BI-MONTHLY SUBSCRIPTION SERVICE
Every time an Aminet CD is released (usually bi-monthly) we will send it to you for £11.99 - pay by credit or debit card. Card debited on despatch.



AMINET COLLECTION VOL.1 £22.99
The Aminet Collection is a superb set of four CD's for any Amiga user. Contains Aminet 1-4, PD from '93 to December '94. 4 GIG's of data!

AMINET COLLECTION VOL.2 £24.99
Aminet Set 2 contains all the Aminet uploads since release 1. PD from December 1994 to November 1995. Gigabytes (four CD's) of games, utilities, demos, pictures, animations, tools, modules and more. Also contains 300 books from the Project Gutenburg CD-Rom.



AMINET SET 2 OUT NOW





NFA AGA EXPERIENCE

NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment make the CD an absolute pleasure to use! This has got to be the most comprehensive CD-Rom for any AGA user. Want to show off the power of your new AGA machine this Xmas? Get this if you do! **£18.99**





BRAND NEW RELEASE

KLONDIKE GOLD

Have you entered the race to collect Klondike cards before your friends? Even the Amiga 'scene' has gone Klondike mad! This CD should contain over 300 cards, on release, all ready-to-run and in LHA format (for BBS and HD use). Many, many exclusive cards from Scene members. Klondike III running straight from the CD and a patch to allow you to use the cards from the CD-Rom! Also includes Card Games Deluxe, Cardz and tools such as DIY Reko, REKO GIO for Photogenics, REKO datatype etc.

new release! **£9.99**

17BIT DIMENSION V

Following on from the highly successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from the 17Bit Software Amiga PD library. The 5th disc in this series contains only the very best, hand selected, software including demos, games, utilities, graphics, artwork, disk magazines, music modules and mucg more. The CD is centered around an AmigaGuide style interface which allows you to read about each disk and then un-dms the disks to floppy. You cannot un-dms to RAD: with this release.

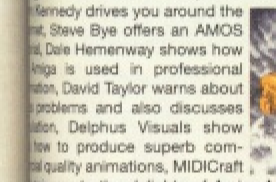


new release! **£18.99**

GET STARTED



...e to the Amiga's first truly **AGA** multimedia, point-...click compact disc. Have you craved for PC-style mul-...CD's on your Amiga? This rivals and beats many PC ...Cs. A CD to help any Amiga owner, from beginner ...gh to intermediate level, understand their computer. ...Kennedy drives you around the ..., Steve Bye offers an Amos ..., Dale Hemenway shows how ...miga is used in professional ...tion, David Taylor warns about ... problems and also discusses ...tion, Delphus Visuals show ...ow to produce superb com-... quality animations, MIDICraft ...ain you to the delights of Amiga MIDI, Stuart Morton ...ws you how to get into programming, Larry Hickmott ...P and more. This CD is like getting 12 issues of your ...rite magazine - info online all the time! Even experts will ...ertained by this CD - there is something for everyone. ...be missed by anyone! Also includes the full version of ...d 5.04, an exclusive Wordworth 'Test Drive' version, ...Get Started and a full colour reference guide. **For more ...ensive info refer to the separate advert in this issue.**



...February 1996 **£29.99**

TEXTURE PORTFOLIO



Phantasmagoria are a professional company, based in Bristol, providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF for video titling applications. No wasted space on this CD-Rom - extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. A complete collection for Pro's and Amateurs.

new release! **£28.99**

LIGHT WORKS



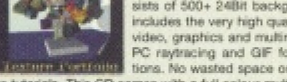
A superb compilation brought to you by Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. Ideal for both experts and beginners. **£29.99**



Active Software, Dept CU12, PO Box 151, Darlington, County Durham, DL3 8YT

01325 352260

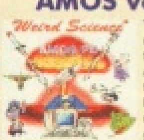
sales@active2.demon.co.uk



All Major Credit Cards taken

When ordering add 75p for postage. Orders outside UK but in Europe add 75p per CD and rest of the world add £1 per CD for postage. Make cheques/P.O.'s payable to Active Software and send to the address above. You can also pay by credit card. Call to make sure CD's are in stock.

AMOS vol.2



This is an update to the first AMOS CD - the official library disks upto 638, general includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, several Amos and Amos Pro extensions. Amos PD over 200 disks. Also **£18.99**

SOUND WORKSHOP



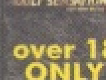
Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MIDI, MMM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples. **£18.99**

ENCOUNTERS

Info that nobody wants you to read! Documents and pictures on UFO's since 1941: text from the FBI, CIA, USAF, top secret projects such as MJ-12, RED-LIGHT, SIGMA, Alien origins and their technology, cattle mutilations, crop circles, abductions, landings, crashed UFO's etc!

new! **£13.99**

ADULT SENSATIONS 2



This CD is for adults only. New material such as new images, sounds, games, mods etc. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material

new!! **£18.99**

GIGA GRAPHICS



Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about a animal? This is the place! **£34.99**

WS CLIPART

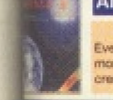


Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers. **£7.99**

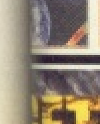
LSD VOLUME 3

Hundreds of MB's of data, most of which have never before been included on a CD-Rom at the time of release! Contains software in both ready-to-run and archived formats: demos, diskmags, comms and computing, anims and pictures, music modules, original clipart, source code, games, utils, etc. **£16.99**

SCI-FI SENSATIONS



SCI-FI Sensations is an exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, ...r Galactica, TRON, Total Recall and many other films. All the information ...ready to run from the CD. Amiga, PC and MAC.



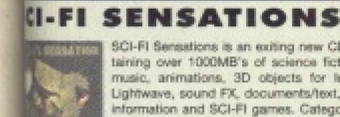
...release! DOUBLE CD-ROM **£18.99**

3D ARENA



A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities. **£19.99**

LIGHT ROM COLLECTION
VOLUME 3



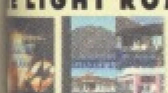
Volume 3 contains 3 CD's containing over 4500 Lightwave objects, a showcase directory from artists across the globe, 700 textures, 3D landscapes, 1000 DEMs for Vista Pro etc, a collection of objects for Imagine, 3D Studio and Sculpt 3D. **This CD is available now!** 3 compact discs stuffed full with Lightwave material.

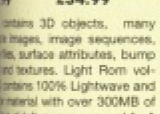
...ME 1 £34.99 · **VOLUME 2** £34.99

...ntains 3D objects, many ...images, image sequences, ...s, surface attributes, bump ...d textures. Light Rom vol... contains 100% Lightwave and ...material with over 300MB of ...t didn't appear on vol.1. A ...llection for any raytracer!

ORDER FOR ONLY £39.99

MEGA GAMES CDs





...SSINS 1 · GAMERS DELIGHT · POWER GAMES

...-Bundle containing 3 superb CD's. The Assassins ... 1 contains over 500 games, many ready-to-run ... a superb custom interface. CD32 compatible. ... Delight contains no PD games - solely Commercial ...wer Games contains tons of PD games, many ready ...om the CD. **GET 3 CDs for £24.99**

AMIGA EXPERIENCE



Contains demo and full versions of Amiga software. Includes full version of Scala v1.13, Imagine v2, Vista Pro v1, The Edge v1.721, X-Copy, Clarissa v1.1 and demo versions including Image FX 2, Interplay, Turbo Calc v3, InfoNEXUS v2.5. All these are ready to run from the CD-Rom.

new!! **£24.99**

SPECCY 2



Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 150MB's of Spectrum games for a myriad of computers. sof .Z80 files.

new!! **£18.99**

WORLD INFO 95



Your virtual guide around the world. Travel to places you have never seen before, get informed about your next/potential holiday. Preparing for a geography test? All the info you need is here. 194 countries, 700 cities, covering many different subjects. You need to have Mosaic setup to run the CD. 256 colour Workbench is also recommended.

new!! **£34.99**

MEETING PEARLS 3



Contains 10MB of packing tools, 21MB of network tools, 29MB of development tools, 35MB of graphics programs, 13MB of AmiTCP data, 60MB of CD-Rom databases, 96MB pastTEX, 30MB of HTML data etc. A very easy to use CD along with a special edition version of CD-Write to edit your CD!

new!! **£8.99**

CD BOOT v2



This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game. Comes with a complete English based manual and can run around 98% of CD32 games. **£24.99**

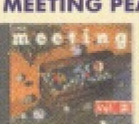
SOUNDS TERRIFIC

This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more! **£14.99**

GFX SENSATIONS

A collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users: Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more! **£16.99**

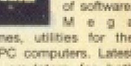
TEN ON TEN PACK



An Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD. **£35.99**

C64 SENSATIONS

This CD gives you almost 10000 C64 demos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). Superb collection for Amiga and PC.



£16.99

FRESH FONTS







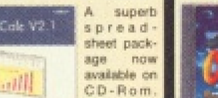
Volume 1 contains 626 MBs of fonts, Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts. Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

...ME 1 ...4.99 · **VOLUME 2** £16.99





TURBO CALC v2.1



A superb spreadsheet package now available on CD-Rom. Excellent formatting capabilities, more than 100 functions, macro and AREXX abilities (120 instructions), sheet size limited by memory only, import of foreign spreadsheets and a comprehensive AmigaGuide manual.

new!! **£9.99**

COLOUR LIBRARY



1700 colour files with categories such as Animals, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Insects, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars! You asked for a colour clipart CD - here it is! Colour clipart for nearly every occasion.

new!! **£8.99**

ASSASSINS 2

Following on from the tradition of the first CD this contains loads of new public domain games from 1994 and 1995. Entire Assassins collection upto 250, 60 utility disks and loads more games runnable from a superb custom written interface. Parnet and sernet provided for connection to host computers.

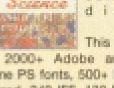
new!! **£18.99**

MEETING PEARLS 2



Carrying on the excellent tradition this entire CD is run from HTML "internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data. This CD is similar to the Aminet series except it could be classed as more technical. **£8.99**

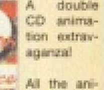
WS FONTS



Another popular Wierd Science compact disc. This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 138 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more! **£7.99**

WS ANIMATIONS



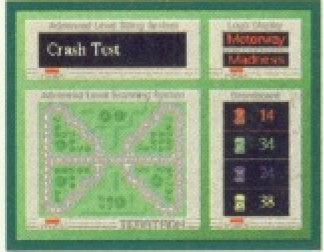


A double CD animation extravaganza! All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC. **£14.99**

PD Scene

It's a gametastic bonanza in this month's look at what's new in the public domain. David Cassidy tries to burn off those extra Christmas calories by getting busy with this fine selection of low cost goodies.

Motorway Madness
game



Destruction is the name of the game, as you and three friends can shoot, ram, smash and annihilate each other in this four-player bash. It will run on any Amiga but really requires an '020 and 1.5 Mb of RAM to make it worthwhile. That said, it's fantastic fun as you vent your frustrations by making each other's cars resemble very large bogies. There are power ups to improve your chances and three scenarios – forest, hills and plains to play over. The registered version offers computer controlled opponents but I think that option should be available here too, as if you haven't got three mates present then it's all over very quickly!

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 529594. Price: £1.00 plus 50p P+P.

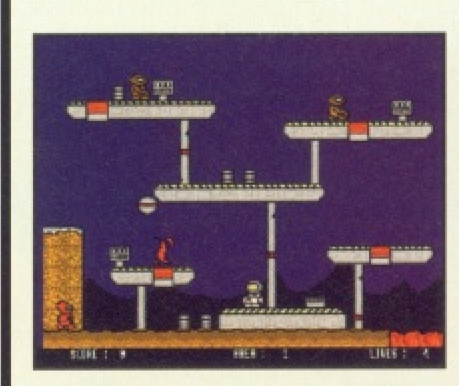
78 %

Plebs
game

Everyone seems to be knocking out platform shoot 'em ups at the moment. This is one of the better examples and plays extremely smoothly. The gameplay is simple enough: hop around the levels, flick a few switches, zap the baddies along the way and then jump through the exit to the next level. So it's hardly groundbreaking stuff, but if you haven't yet had your fill of this stuff then you'll find a few hours of entertainment in it.

There's also the bonus addition of a simple shoot 'em up called Galaxy. Imagine a simplified version of Galaga and you've got the gist of it.

Available from: Snappy PD, 80 Ottawa Road, Tilbury, Essex RM18 7RH. Tel: 01375 850 365. £2.95 including p+p.





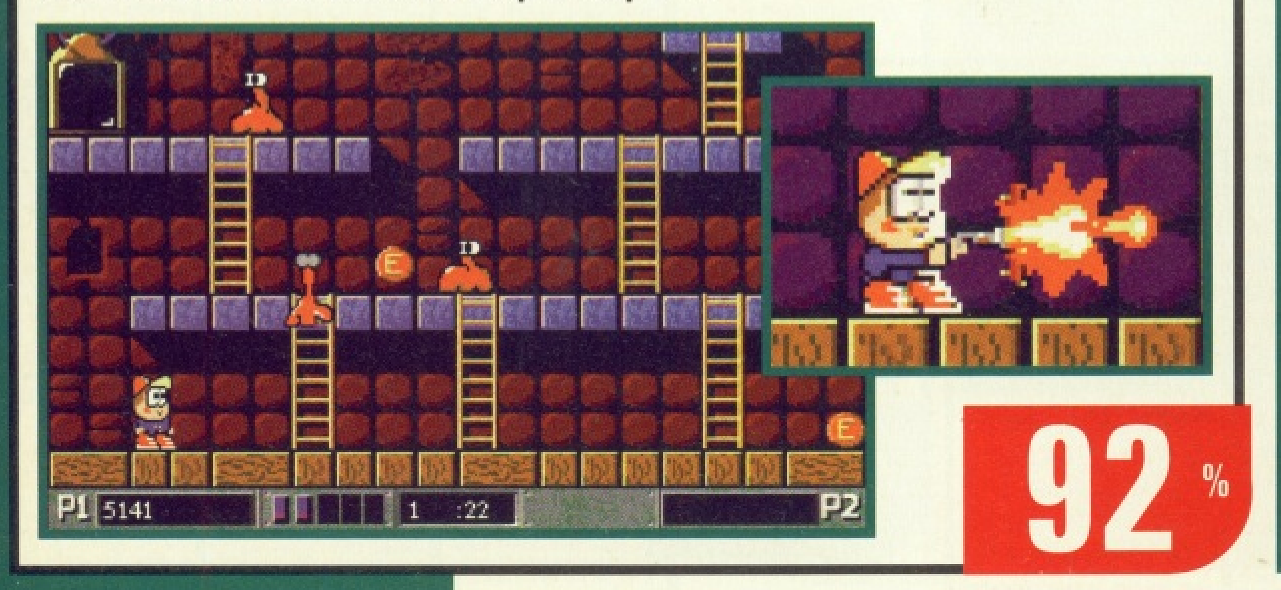
73 %

Trap 'Em
game

The object here is to entrap the nasties and blow them to smithereens, collecting gems and bonuses along the way. It's a real hoot, as you've got to be careful to predict where your prey will walk, trap 'em, and then – to the sound of 'die sucker!' – you blast them to pieces. Ladders and levels complicate matters, and different dudes need different strategies. You can also buy power-ups to aid your quest and play at the arcade using some of the money you've earned. Every five levels sees you take part in a jetpack course, which adds a different twist, and with 3 towers, each containing 10 levels, there's plenty of longevity in this game!

The full version, available from Paul Clarke, the author, for a mere £3.50 - seems outstanding value to me,so you'd be well advised to grab a copy of this taster.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 529594. Price: £1.00 plus 50p P+P.



92 %

Penguins
game

With only five levels, this demo is a preamble to the full version available from the author, Steve Hayne, for £7. The idea is to guide two penguins to safety by turning switches, smashing blocks, moving lifts, running on conveyors, setting bombs and avoiding nasties. There's a strong puzzle element, and there are lots of hidden surprises lurking around each corner. If there are enough levels in the full version it should turn out to be a worthy investment. As it is, the demo lacks a little, even though the graphics and sound are polished.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 529594. Price: £1.00 plus 50p P+P.



75 %

VChess 3.3
game

There's not a lot one can say about chess, but *VChess* is a good implementation of it on the Amiga. It can run from your Workbench, and its configuration can be set to your own specifications. Features include think lists, saved games, and replay games, so there's plenty to get your teeth into not to mention the actual games of chess themselves! Think times aren't too long on an '030 machine, although other configurations may differ substantially.

Available from: Your Choice PD, 39 Lambton Road, Chorlton, Manchester M21 0ZJ. Tel: 0161 881 8994. Disk No. GA601. Price: 99p plus 70p P+P.



80%

Wipeout!
game

This parallax scrolling shoot 'em up has the player controlling a small ship which can turn in 360 degrees to seek and destroy the alien craft which roam the area. You can locate them using the radar, but even when they're right next to you the size of the playing screen is a little too small to provide any real chase-and-shoot action. The playing ship is also a little indistinct. An interesting foray anyway.

Available from: Your Choice PD, 39 Lambton Road, Chorlton, Manchester M21 0ZJ. Tel: 0161 881 8994. Disk No. GA600. Price: 99p plus 70p P+P.



62%

International Golf Demo
game

Golf games are inherently complex and this version is no different. Club type, ball pitch, power, direction and other variables effect the treatment of play. The control system is simple to grasp and you'll soon be swinging and putting with the best of them. This demo features three holes from the Riviera County Club course and gives only five minutes playing time which is a little too limiting. It provides some idea of the full game, also available from Snappy PD for £4.50, which features four complete courses, tournament golf, 64 opponents and up to four players, but it could be better.

Available from: Snappy PD, 80 Ottawa Road, Tilbury, Essex RM18 7RH. Tel: 01375 850365. Disk No. G26. Price: 65p plus 50p P+P.

78%

Frentic Games
games

A collection of four games awaits you here. *Bomber Jack* is, unsurprisingly, a *Bomb Jack* clone in which you bounce and hover around the screen collecting the bombs and avoiding the nasties. *Boondar* sees you controlling a bouncing ball from overhead, making sure it bounces on the right blocks and collecting bonuses. Both are good games though on AGA machines the control is a little unsure. A puzzle platformer is next, in the shape of *Platman* as Pac adventures around a screen-by-screen maze, collecting gems and keys to other levels. Finally there's *Soko Ban* in which you push blocks into spaces. It sounds simple but becomes fiendishly addictive quite quickly.

All the games have good graphics and are presented nicely, but a lack of sound and some klunky controls make *Bomber Jack* and *Boondar* a little annoying after a while. Well worth a look for the other two, though.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 529594. Price: £1.00 plus 50p P+P.

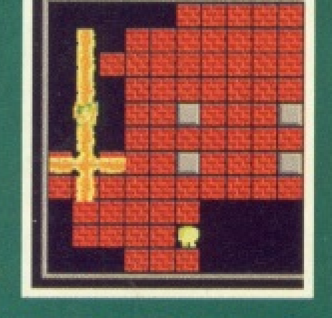


59%

Polyworld & Flame
games

***Polyworld* is a *Marble Madness* clone, whereby you control a gyroscope around an isometric landscape, travelling up slopes, across traverses and being careful not to fall off the edges. Once you've mapped all the areas then the game's finished but with stacks of levels that should take some time! The control system takes a while to get used to but it's an intriguing game to play and perseverance is the key.**

If you're in a more frantic mood, then *Flame*, a *Dynablaster* clone, is for you. You must destroy the blocks in your way, using bombs, to forge a path to your opponent and then blow them up before they get you! The graphics and sound are rudimentary but it hardly matters, as it's the pace of the action which is important. You can also turn off the game lights so you only see the areas around you when you set off some bombs. Two players can enjoy this, although there is a computer-controlled opponent option.



Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 529594. Price: £1.00 plus 50p P+P.

82%

The Dog's Cogs
music disk



Interesting name for a music disk. If acid jazz is your forte then check out this Nerve Axis production for some exceedingly cool sounds. Over three disks you're treated to some absolutely fantastic modules, that make you just want to kick back, read something psychedelic and forget about work for the rest of the year.

If more music disks were like this, I'd do nothing other than mooch around grooving my head off.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 529 594. Price: £1.00 plus 50p P+P.

86%



Dept CU1
PO Box 14
Lincolnshire
LN11 8LF
United Kingdom
01507 450114

10 PD DISKS FOR A FIVER FROM OVER 9000 DISKS, BLANK DISKS £2.50 FOR 10, FROM 17P IN BULK. WE ARE THE CHEAPEST PD LIBRARY IN THIS MAGAZINE!!

OUR CATDISKS CAN BE DOWNLOADED FROM THE UK'S COOLEST BBS, MIDNIGHT EXPRESS, ON 01384 865626!

V12-PD NOT ONLY SELL PD, BUT ALSO OFFER SOUND SAMPLING, DIGITIZING, MEMBERSHIP, COMMERCIAL GAMES TRAD'IN AND SALES, BLANK DISKS, PD SWAPS, AND EVEN, BY THE TIME YOU READ THIS, COLOUR SCANNING UPTO 24 BIT IN ANY RESOLUTION! WE ARE THE NUMBER ONE PD LIBRARY, CHECK THIS LIST OF SERVICES AGAINST ANY OTHER LIBRARY, WE WIPE THE FLOOR WITH 'EM!

It had to happen........The Traditional V12 Extra Length, Double Bill, Super Large, but surprisingly modest PD ad !

Hi there for another month, have you been keeping well? Good. Me? oh, I'm fine thanks. I'm just here to tell you about PD. Cheap PD. Not just Cheap, but horrendously, stupidly, mind numbingly cheapness, it's cheaper than Lord Cheap of Cheap Castle, Cheapington, Cheapshire. and then some. Did I mention it was cheap? Well, it is.

There's really not much you can say if you're still paying a quid+ a disk, basically because there have been companies doing this for years now, and as time has gone by, floppy disks have become cheaper, as has the equipment to copy them, so why hasn't the price gone down? well, it has, but nobody goes as low as we do. They daren't.
And speaking of prices here they are:

1 - 5 DISKS 65P!
6 - 9 DISKS 60P!
10 + DISKS 50P!

P & P is 50p on any size order!

So another month passes by when we're far and away the cheapest PD Library on the planet. What's new ?

Quite a few things actually. We now have 12,000 PD titles available, yes, 12,000! This includes bulk pack at such ridiculous prices you'll blow your mind, from 18p a disk. Full disks from 18p, how can you go wrong ? You can't missus !

It has come to our attention that many PD Libraries feel we are victimising them and trying to dirty their names. We aren't, we're friendly chaps here at V12, we'll swap with anyone, and will never say anything about a library that wasn't true. Come on, swap some PD with us and you'll see what nice little fluffy bunnies we are.

We can scan art in animated or stills, any format your particular Amiga shows. Ham scans can be as good as AGA from us, and AGA can be the best quality you'll ever see. Many have seen our example scans, such as blowing up an object the size of a first class stamp with no loss of quality to Hi-Res laced, and putting an object of 3 square feet down to the same size, both pixel perfect ! Digitising is also the same high standards, sampling goes up to CD quality and is totally clear and crisp. Oh what clever chaps we are.

We aren't business minded, we treat every customer as an individual, not just a name on a cheque. So many customers are enrolling as members and never leaving us it's amazing. Thousands of customers now are of the opinion that you don't need anyone other than V12 (I wonder where they got that idea from?) You can rest easy in the knowledge that each month V12 will acquire more new PD for you than anyone else. We've been trying our damndest to get what you want and that's why our title numbers are shooting up so fast every month. we serve the people with what they want, cheap, reliable software and no hassle. If you are one of the unlikely few that get a problem disk, we'll sort it out for you with no complaints, no moaning or hassles. If you have a problem dearchiving or setting up any disk, just ring us and we'll ask, and if you still can't cope, we'll do it for you free.

We recently got online and now we can be found roaming around BBS's, we can be found mainly on Midnight Express BBS, which in our opinion is a superb BBS offering everything you'll ever need. If you want to get in touch with the old box with lights on the front, give us a tug and we'll sort it out. Please be gentle though, we're new to to the modem game and know about as much as a person who doesn't actually know anything about modems. You see, we're human too. I think.

Midnight Express not only are selling modems for 50 quid with full software and connections and a month's free subs to their operation, they're now flogging ultrafast 33,600 BPS modems at the silly price of £189.99 that's some serious welly for a severely un-welly like price. Get in touch with them on normal telephone on the number 01384 77172, or if you have the idea of upgrading your modem and want to get in touch with their board, ring the number above, and, of course, the usual writing method can used (shock!). Their address is 21 Tiled House Lane, Brierley Hill, West Midlands, DY5 4LG. We're uploading a lot of new PD onto their boards, get in touch with them for some seriously new stuff. Midnight Express are not paying us anything at all for this mention, its just that we've found them to be so helpful and offer such bargains to all us Amiga users. we feel it's time someone did the decent thing and mentioned them. If you're thinking of getting into Modem Land, these people are V12's recommendation for the easiest and friendliest ride !

But what of us? We have the best catdisk available nowadays, without doubt. Just look at it's capabilities, optional RAM installation, automatic workbench detection and modification for perfect compatibility with any Amiga you happen to be running, twin device installation for upto 50%increase in speed without using or needing a hard drive installation option is being worked on as you read this ! Oh that's just functional, I hear you cry, why should that impress me ? What about animation, sound samples, music, graphics, custom menus, descriptions that are honest and sidesplittingly funny (V12 accept no responsibility for split sides while using this catdisk, you've been warned !) Fully mouse controlled point and click usage, and now uses a modified easy to use type style. Our descriptions are now about 40,000 lines long, yes us saddos have typed in 40,000 lines of text to amuse you, when do we sleep, eh ?

Our catdisk's quality is now so relied upon to impress that we simply do not need to put lists of titles in our adverts , we feel assured that customers would rather get this and see our entire library, not a few mish mashed lists. Want an example of our quality ? We recently sent in a batch of PD games to be reviewed in a leading Amiga magazine, all of them got reviewed in the same month, favourably, and we got Game of the Month to. Not bad for a first try, eh ?

So all we ask is that you send us 3 1st class stamps or 75p for our 2 disk catalogue, this way you can see our quality without having to buy anything else at all. a sort of trial run. There's no risks, no fuss, and you'll love the outcome. Believe me, would I lie to you ? of course I wouldn't !

Let's face it, can you find any other advertisement in this or any other magazine that offers 12,000+ titles at 50p each, a one for one guarantee, a 2 disk catalogue for 75p, the complete range of services at our customary piddly prices, and more from anyone else ? I don't think so, but I could be wrong, We're just Amiga users like you who happen to have collected a lot of PD and are offering it at a price we think you should pay for it. Can you blame us for that ? Yes? Oh fair enough.

So have we convinced you, are we worth 3 first class stamps ? 3 little bits of sticky paper for something that could, and should change your Amiga life for good, it's not too much to ask, is it? What do you want me to do, beg ? plead ? whine ? scream ? Eat a large automobile while balancing on one leg and stirring custard with my free foot's toes ? I will !

So, I'll see you at the V12 party soon. Remember, we maynot be the most serious library in the world, but we're the best. Nuff said.

Special greetings this month go out to all the Amiga companies that stuck through the rot like we did, congrats on having faith in the world's best home computer. Also a big hello to all the companies returning to the Amiga once again. Personal greets go out to Dean Kelly of Midnight Express BBS, Hi Dean ! Also Hi to Rob Daviau, Stefan Mansier, North Staffs PD, No Mercy Software, and Gunterheim Laboratories. We'd also like to confirm that Coca-Cola is simply the best, Neighbours is interesting and dribbling in public will get you into trouble. We know we've done tests !
V12 looks forward to the pleasure of your company ! Hi Mum !

So that's it. OK ? OK! Seeya,

Steve, V12

We stock all the collections including Assassin's 1-250, Fred Fish 1-1000, Scope 1-220, Amigan, Arug, New Zealand, Imagine Object collection, Clipart collection, Barbie, Amos, Legal Tools 1-149 and thousands more. we now also sell CD's cheaper than everyone else every Amiga CD available is, erm, available from us!

12000+ titles, that's more than a library with less than that

REPAIRS WHILE-U-WAIT!!

COMPUTERS AND MONITORS

That's a promise for computers!!

Attention Dealers

Ring/Fax Now for best trade prices and terms on Repairs, Spares, Floppy Drives, Hard Drives, CD Rom Drives and Memory Upgrades.

- FAST TURNAROUND
- 90 DAYS WARRANTY ON ALL REPAIRS!!
- £10 EXTRA CHARGE FOR WHILE-U-WAIT SERVICE
- COURIER CHARGES £6·00 + VAT EACH WAY
- A1500/A2000/A3000/A4000......£QUOTATION

NEW LOW FIXED PRICE

A500, A500+ & A600	A1200
£39·95	£49·95

2·5" HARD DRIVES

PRICE MATCH!!

For A600 & A1200

60Mb ...£59·95 170Mb ...£99·95 340Mb ... £169·95
80Mb ...£69·95 258Mb...£129·95 510Mb ... £249·95

All hard drives are pre-formatted, partitioned with Workbench loaded and include 2·5" IDE cable and software

2·5" IDE Cable and Software......£9·95

A-1200 Accelerators

Please ring

3.5" Hard Drives

Call for best prices

FOR BEST AFTER-SALES SERVICE

MEMORY UPGRADES

A500 — Upgrade to 1 Meg £13·95

A500+ — Upgrade to 2 Meg £19·95

A600 — Upgrade to 2 Meg £19·95; Upgrade to 2 Meg with clock £39·95

A1200:

0Mb	2Mb	4Mb	8Mb
£49·00	£104·95	£154·95	£279·00

33MHz FPU plus Crystal £36-95

GUARANTEED SAME DAY DESPATCH (Subject to availability)

INTERNAL FLOPPY DRIVES

A500/A500+ .... £29·95 A600/A1200 ...£34·95

CHIPS ✤ SPARES ✤ ACCESSORIES

1 Meg Fatter Agnus	£19·00	8520 CIA A600/A1200	£14·50
2 Meg Fatter Agnus	£24·00	8374 Alice A1200	£30·00
8362 Denise	£9·00	8364 Paula A600/A1200	£16·50
8373 Super Denise	£18·00	Video DAC A1200	£19·00
5719 Gary	£7·50	A600/A1200 Keyboard	£60·00
8520 CIA A500/A500+	£15·00	Lisa A1200	£35·00
8364 Paula A500/A500+	£12·00	Gayle A600/A1200	£25·00
Kickstart ROM 1·3	£15·00	Budgie A1200	£30·00
Kickstart ROM 2·04	£22·00	Mouse (290dpi)	£15·00
Kickstart ROM 2·05	£29·00	SCART lead	£15·00
A500/A500+ Keyboard	£50·00	Mouse Mat	£4·00
6570 Keyboard Chip	£20·00	10 Boxed Branded Disks	£6·00
68000 Processor	£8·00	Printer Cable	£6·00
Power Supply A500/A600/A1200	£30·00	100 Disk Box	£7·00
A2000 Power Supply	£60·00	Squirrel SCSI Interface	£59·00

* All chips are available ex-stock
* Please call for any chip or spare not listed here

AMITAR CD ROM DRIVE QUAD SPEED

Including Squirrel SCSI Interface

£249·95

Genlocks

Ring for prices

Now Available

A1200 without hard drive ...£299·95 A1200 with 510Mb ....£549·95
A1200 with 340Mb ....£449·95 * Call for more good deals

ANALOGIC

Analogic Computers (UK) Ltd
Unit 6, Ashway Centre, Elm Crescent, Kingston-upon-Thames, Surrey KT2 6HH

Open Mon-Fri 8-00am-5-30pm, Sat 9-00am-5-00pm Fax: 0181 541 4671
** NEW OPENING TIMES ** STARTING NEW YEAR 1996 ** NEW OPENING TIMES **

Tel: 0181 546 9575

★ All prices include VAT ★ All prices subject to change without notice ★ Fixed charge for repair does not include disk drive/keyboard·
★ We reserve the right to refuse any repair ★ P&P charges £3·50 by Royal Mail or £6·00 + VAT for courier ★ Please allow 5 working days for cheque clearance



PD Utilities

Win the lottery, weigh up your odds on the horses, generate fractals and create adventure games with this month's serious PD selection, brought to you by Tony Horgan.

GRAC 2.0
adventure creator

Those with a good memory may recall a game from last month's PD Scene called *Return to Zantis* which earned a respectable 80%. This was created with the Graphic Adventure Creator (GRAC for short), an earlier version of which was previously reviewed in these pages, where it clocked up an astonishing 95% rating!

The idea behind *GRAC 2.0* is to give non-programmers the chance to make their own graphic adventure games, by compiling backdrops, character animations, adventure game puzzles and soundtracks using the mouse-controlled front end. Evidently this is a very capable system, one look at the games it has created will prove that. However, it's far from the user-friendly system it could be. The program has been written in AMOS and like many other AMOS creations, gives little help when things go a bit wrong. For example, error messages are in short supply; if a process fails there's often no explanation as to why it didn't work or what you may be doing wrong. The absence of a standard Amiga environment doesn't help its usability either.



This is licenceware, which is really just another way of saying cheap commercial software. It comes with an essential 40 page manual although this could be improved by getting straight down to a walk-through tutorial. Perhaps the reviewer of the previous version was overcome by the quality of the demo adventure game, but I don't feel the cumbersome interface is deserving of a 95% mark. Even so, if you are willing to persevere to create your own *Monkey Island*-style adventure, *GRAC* is well worth checking out.

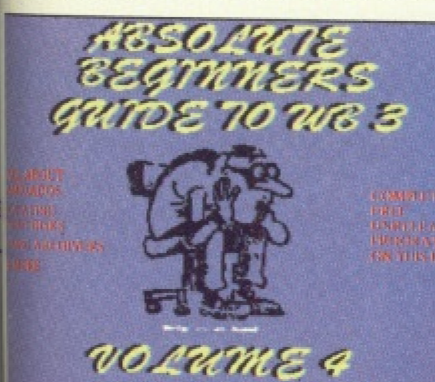
Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon, EX2 9DU. Tel: 01392 493580. Price: £6.99 including P+P

82 %

Beginners Guide to Workbench 3 Vol 4
tutorial

If you're a new Amiga user trying to get to grips with the machine and its operating system, you could do worse than take a look at this series from F1 Licenceware. Volume 4 concentrates on AmigaDOS, creating bootable disks and the workings of archivers. There's a useful AmigaGuide document that explains how the Amiga's disk operating system works and the functions of the main system files. There's an automated archive extraction tool and a few other bits on there too. Although when you first get your Amiga all of this sounds incredibly tedious, the sooner you learn it the better. Once you understand Workbench and AmigaDOS, everything becomes far easier, whatever you use your Amiga for.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 01392 493580. Price: £6.99 including P+P.



80 %

Winning Way Odds Calculator
betting tool

For those who like a flutter but find the maths a bit of a headache, the Winning Way Odds Calculator is here to help. It's a simple mouse-driven program that calculates the amount you would win from placing a specified amount on a horse (or horses) with specified odds. First of all you select the type of bet (single, double, Yankee, Canadian etc) then select the stake money. Next you select the odds and the computer then tells you how much you would win if the bet was to come in. There's no provision for each-way betting in this version (it's a possibility for future updates though). If a horse racing calculator is what you're after, then you've just found one!

Available from: Nigel Cooper, The Chapel, Aylsham Road, Felmingham, Norfolk, NR28 OLG. Price: £1.50 plus 50p P+P. E-Mail: nigel@chakalak.demon.co.uk.



78 %

Pro Lottery 96
lottery predictor

OK, here we go again with another lottery predictor review. I don't often do the lottery, and I'm not prepared to splash out a packet each time we get a new predictor in the PD mailbag, so is this any good or not? Well it's got a neat front end, and comes with a pre-programmed database of all the previous lottery results, plus it employs a range of prediction techniques including the old favourite 'wheeling' trick among many others. If you're like that woman out of Brookside, this comes highly recommended but don't give up your day job just yet. The unregistered version is available from the address below for free, just send a blank disk and a SAE.

Available from: Ali Prior, 10 Lovel Park Heights, Leeds LS7 1DP.

60 %

Vark CLI Utils 10
utility collection

The Vark CLI Utils disks can be a bit hit and miss, depending on your particular definitions of hits and misses. Sometimes volumes may have a stack of tools that are completely irrelevant and seemingly useless to your set-up, but another may include a particularly obscure and invaluable utility that could make your life much easier.

Time for a list of what's on the disk then: 8n1.Device (a replacement for the serial.device and a special NComm version); Agraconv (IFF graphics conversion tool); Bootselector (choose alternative startup-sequences); BSprite (lets the pointer roam into the border); BSBlank (blanks the border); CheckVal (checks disk for validation on restart); Fitter (hard to floppy disk copier); IM.000 (convert IFFs to icons - also 68030 version); LightUp (CD32 LED flash on disk activity); Magic64 (C64 emulator); MemDisplay (displays RAM size on startup); ModemCalc (calculates upload/download times); Modem Caller (calculates BT charges for modem users); PAM (combines Protracker modules and IFF pictures into executables); PatchTestWPA8 (graphics speed test); PatchWPA8 (patch write pixel array); ST (Atari ST emulator); SysBoot (Shapeshifter boot tool); TapGIF (GIF to IFF convertor); TL.000 (List command replacement - also 68020 version); YCur2IFF (converts WinNT pointer to Amiga).

See anything you fancy? If so, get your copy from the address below.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626. Price: 90p plus 50p P+P.



81 %

Snatch Pak 7
utility collection

Stop sniggering at the back! This is a collection of seemingly unconnected utilities. They're all on the disk in compressed LZX and LHA archives, along with a curious front-end display for decompression.

If you're familiar with working LZX ad LHA from the Shell it's best to bypass the menu on the disk and unpack them yourself.

Here's the selection: Jiffy Disk (for designing and printing address and disk labels); Dirll (an alternative to the AmigaDOS Dir and List commands); Abort Command (stops tasks launched from the CLI); Virus Checker 7.15 (finds and kills virii); Wangi Pad (launches programs from a list); CyberGrab (screen grabber for CyberGraphics); Hell's Multi Hacker (comms hacking tool); Editor Enhancer (tool for AMOS); TIFF datatype (for loading .TIF images).

Despite the front end this disk has a kind of thrown-together-with-little-thought air about it. There are some useful tools here but certainly none I'd consider essential. Others may disagree.



Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Price: 90p plus 50p P+P.

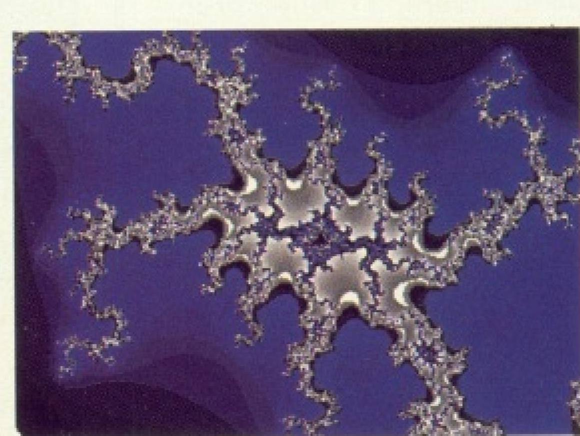
76 %

Lyapunov 2
fractal generator

However jaded you may be towards fractal graphics, they have their uses and I still get some weird satisfaction from clicking on an interesting part and zooming into an infinite pattern of swirls and twiddly bits. If you share the same feelings, Lyapunov should be a welcome addition to your fractal graphics collection. Lyapunov stands out from the rest because its fractals generally come out as long sweeps of colour rather than the spiral patterns of Mandelbrot and Julia fractals, although the program is quite capable of creating these too.

The biggest render you can create is 640 x 320 pixels in 32 colours. This and a few other limitations hold it back from being much more than a toy. If you don't mind waiting longer than average for your results, check it out.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Tel: 01924 366982. Price: £1 plus 50p P+P.



80 %

Exclusive PD

Offices, 36 Collisfont Drive, Waterlooville, Hants PO7 8DJ

44 (01705) 642409








HOW TO ORDER

Payment gladly recieved in Cheques, Postal Orders, or by Credit/Debit cards. Send to the address listed or telephone anytime and leave your order details. 1-3 PD Disks £1.50 each, 4 or more £1.00 each, P&P UK 75p per order, Europe 75p per order + 20p Per Disk, World 75p per order + 40p per disk. CDROM P&P, UK 75p per CD, Europe £1.00 per CD, World £1.50 per CD. All orders depatched by FIRST CLASS mail on day of receipt wherever possible.

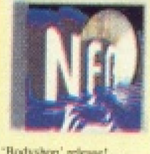
Telephone at any time and leave your name and address (Quote CU Amiga) and request our CD-ROM brochure completeley FREE of charge. You'll also recieve regular CD updates with special offers etc.

CD REGISTRATIONS

C64 SENSATIONS £17.99

REMEMBER THE GOOD OLD DAYS

This CD contains all the Software that we have collected during our great times on the C64. Dating from to the present day. Surprising as it may seem to a lot of people there is a lively C64 scene today. Although very different from a few years ago still a lot of people still heavily into the 64, And the rest of you, like a lot of great memories. That is one of the reasons why we compiled CD. So anytime we want to reminisce the old days we can just pull out the and Everything is brought back to you. The front cover youll find useful information on how to use the various Amiga tools to be used for copying & converting the back to your 1541 or into your Amiga. Also included is the FULL A64 Emulator Package.



NFA: AGA EXPERIENCE 17.99

The first CD dedicated to A1200/4000 owners, features the very best AGA-only software released in the past 3 years.

* EXCLUSIVE NFA.These quality titles were created by leading Amiga group NFA specifically for this CD. These titles include AGA Slideshows, Klondike cardsets and others. The CD features every AGA NFA release to date, including the brilliant 'Word' diskmag, 'Out of Space' Alien multimedia disk mags. The entire collection of the popular 'Bodyshop' series of slideshows, including an EXCLUSIVE 'Bodyshop' release!
* READY-TO-RUN. Most of the contents run straight from the CD.
* MAGIC WORKBENCH Colour scheme and icons. Almost every program has a suitable MagicWB icon. We have even created custom Ray-Traced icons for the CD, any Amiga owner is guaranteed to be impressed!'.
* 80 NEW CARDSETS And a ready-to-run version of the brilliant Klondike card game, with 10 built-in cardsets.
* LOADS of MagicWB icons, backdrops etc. Add a professional appearance to your WB.
* HUNDREDS of programs never before seen on CD. Mostly downloaded from BBS's around the World, and straight from the Internet.
* ALL AGA Amiga Doom clones.
* BRILLIANT Amiga-created images.. These pictures are on no other CD.
* LATEST AGA Mega-demos.



THE GLOBAL AMIGA EXPERIENCE £22.49

Contains demo versions and full versions ofcommercially distributed software for the Amiga. Here are some of the demoversions;Caligari 24, XiPaint 3.1, PPaint 6.3, ImageFX 2.0, Photogenics 1.2,Bars & Pipes 2.5, Interplay, Wordworth 3.1, MaxonTools, MaxonCAD, PhotoworX,FolioworX, MaxonCinema4D 2, Adorage, Samplitude Pro, TurboCalc 3.0, Cluster,CacheCDFS + CD32Emu, SBase4Pro, Datastore, Office Engine, A Cash Pro,Amiga Money, Turbo Text 2.0, Stylus ProVector, MaxDOS 2.5, InfoNexus 2.5,DirWork, Turbo Print, PPrint 3.0, Diavolo Backup, Motion & Magic - Objects,PowerTitler, c.a.v.e.., Art Effect, Camouflageand many more from other catagories e.g. Graphics, Music, Applications,Games etc.This CD contains over 200 demo versions, data and 8 FULL VERSIONS (partiallyfully upgradeable) Scala 1.13, Imagine 3.0, VistaPro 1.0, Distant Suns 4.0, The edge 1.721D, X-Copy, Clarissa 1.1, Steuerfuchs Pro '93.Most demos and Full VERSIONS are directly runable (?) from this CD, there is no installation necessary! Installation of the demos to hard drive is possible without problems. The overwhelming majority of the demos are included as compressed files too.

AmiNet Volume 9 £12.99

Out now. As many of you will have seen, this series of CD-ROMs is a compilationof the latest software to grace the sites of the AmiNet, a global networkof Amiga computers very similar to the internet.All the software is in archived form (.lhd, .DMS, .lzx etc.) and thus makes these CDs tremendous value for money and are our highest selling CD.You may have recently recieved a close representation of AmiNet 7 on thecover of CU Amiga. If you got this CD and were impressed as most users ofthe AmiNet series are - you'll want to keep up to date with the latestsoftware AmiNet 9 is likely to contain. All catagories are covered. The main concentration of this issue is Games as well as containing all the latest uploads to the Aminet sites around the globe.

Aminet Volume 10 Feb 96 (Pre-order) £11.99
Aminet Volume 7 £11.99
Aminet Set 1 (Vol 1-4) £23.99
AmiNet Volume 8 £11.99
AmiNet Set 2 (Vol 5-8) £24.99
Subscription service £11.49

(All new releases posted to your door on day of release. Your Credit/Debit card charged on despatch).

SPECCY SENSATION 2 £17.99

It is truly a multiplatform CDROM with Emulator's for various computer types such as The Amiga, Atari ST, Mac and PC. Contains some exclusive products which ONLY appear on this CD and have never been released before. You get loads of FAQs, Spectrum Techinal FAQs, Games lists, The modified spectrum Modified interface 1 ROM, other Modified ROMs, Wallpaper for windows (.BMP) and Amiga Workbench (.IFF), Various in JPG & .GIF formats of :Tape inlays, Spectrum computers, level maps, Famous speccy people and over 100 computer. Have hours of fun with the best loved computer from years, be pre-paired to spend weeks looking through all the utilities, information, maps, and pictures of this classic computer perfect choice for anyone interested in the spectrum computer you want to convert your own games from tape then this disc you how (req resisted version which is not supplied on the



HOTTEST 6 17.99 (14.99 PRE-ORDER)

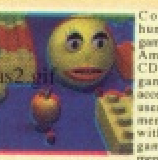
More than **650MB of Brand New Programs** and over **750 PDSOFT floppy disks**. The latest PD and shareware from March to December 1995. Now comes complete with an easy to use menu system. The Menu is an easy to use point and click operation with an interface to Unpack the CD.

* **300 NEW UTILITY DISKS** Samples, Mods, Pictures, Clip Art, Education, Fonts, Fonts, Business, Graphics, Music, Hard Drive Related Utilities, Workbench, Comms, Virus Killers, Video Production, Emulators, Hobbies, Programming, Databases, Printing, Game Related, Sound Related, Fractal, Business, Animation, Home & Prediction, Hard Drive, CDROM, MED & Octamed, Amos, Demo Makers, Cheats, Objects, Degragers, Programming, Virus Killers, Modem, Art, CAD, 3D, Decompress etc.
* **300 NEW LIBRARY DISKS** Games, Slides, Pictures, Demos, Music, Magazines, Animation, Rave Productions.
* **100 NEW FRED FISH DISKS 1001 to 1100,** * **80 NEW KLONDIKE CARDSETS,** * **IMAGES FROM SPACE**
* **100 Bitmap Fonts** in mono ideal for use with your workbench and dpaint programs.
* **100 Bitmap Fonts in colour** (4,8 & 16 colours)ideal for desktop video work and colour DTP.
* **100 Adobe type 1 Fonts** ideal for use with Pagestream users.
* **100 Compugraphic Fonts** for use with Workbench 2.0 and 3.0 machines. Complete scalable fonts, ie resizable.
* **ELECTRONIC TEXTS** Alice in Wonderland, Mody Dick, Tarzan, Huckleberry Finn, The Wizard of Oz, The Arabian Nights, The Jungle Book, The Heart of Darknessetc. The Book of Mormon, The King James Bible, Works from Robert Louis Stevenson, George Elliot, Edgar Rice Burroughs, Mary Wollstonecraft and many more!
* **POV RAY** Version 2.2 with a selection of helpfull text, example texts and pictures.
* **BUSINESS SELECTION** Contains all the best software to help any small business or anybody that wants to print a letter, an invoice, a business card, a Letter head.



Features a whole new batch of exciting new adult material including thousands of graphic images, hundreds of Adult/sexy samples, Adult jokes, Dozens of other weird, animations, in FLI & ANIM formats. Adult Sensations 2 also contains around a dozen orignal adult music modules that feature sexy samples.

Adult Sensations 2 £16.99



This CD contains 1,070 games for the Amiga from differing catagories; Action, Jump & Run, Card Games, Puzzles, Strategy Games, awhole range of computer entertainment awaits!Gamers Delight 2 will hold you captivated for hours and guarantees longlasting pleasure. 70 games are commercial versions, no public domain andno demos!Requires any Amiga with 1MB of free memory and a joystick

GAMERS DELIGHT 2 £26.99



Comprises hundreds of games for the Amiga & CD32. The games are accessed by a user friendly menu system with all the gameson the menu compatible with the CD32. Workbench, ParNET and SerNET are also provided to allow access to the full contents on this truly amazing CD. The relevant Assassins Games disks and utility disks are provided in archived form, these are easily de-archived via the Amiga guide file provided. The Guide also providesaccess to the instructions for each game.

ASSASSINS GAMES VOLUME 2 £17.99

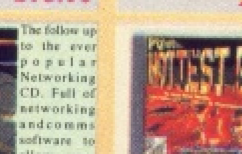
Containing over 1000Mb of Sci-fi images, music, animations, 3D objects, SFX, Documents, Themetunes, Information and games. Catagories include: Babylon 5, Star Trek (Original, TNG, DS9, Voyager & the films), Batman, Dr Who, Thunderbirds, Robocop, Blade-runner, Aliens, 2001, Battlestar Galactica, Tron, Total Recall etc. All ready to run direct from the CD. There are other interesting software catagories like Images, Games, Clipart, SCI-FI Fonts, Information, WallPaper, Stories, music, Samples, 3D Objects, Game Graphics, Tools, and Animations in FLI, FLC, ANIM, Movies, AVI, Mov and MPEG.

SCI -FI SENSATION [DOUBLE CD] £16.99

SEXY SENSATIONS 17.99

Contains a special menu system from which you can display all the files. As you scan through all the files on the CD, your high-lights the selected picture and its display on screen. Images are stored in GIF format viewers provided, but not nescessry as there is excellent menu system. with all machines from workbench 1.2 to workbench 4.x

NEW!



MEETING PEARLS 3 £9.99

BARGAIN!

Another very popular CD, purely on value for money.Very similar in principle as the AmiNet CDs but with different software.All programs are archived using the popular methods, and include animation,utilities, music and midi files, Frequently Asked Questions on various subjects, a huge movie database, archived for Psion computers, pictures, Linux for the Amiga and lots more. These examples are from Volume 2.

MEETING PEARLS 2 £8.99

The follow up to the ever popular Networking CD. Full of networking andcomms software to allow your Amiga to chat to local or globally linkedamigas. Including a SerNET program which is much easier to use than previousversions. And is likely to contain various catagories of software such as;24Bit images, PhotoCD conversion, Comms, Fonts, clipart and much, much more.

NETWORK 2 £13.49
SERNET CABLE & SOFTWARE £17.99



The first cdrom to come with a free printed book which describes all the public domain and shareware titles. Contains PDSOFTS library (disks V1501 - V1750), and from 4001-4300. Covers a variety of Public Domain subjects; Utilities, Games, Mega Demos - AGA, Euro Demos, Demos, Product demos, Disk Magazines, Music Titles, Slide shows, Clipart, Fonts, Rave Dance Tracks, Sampled Sounds, Images in JPG, GIF, AGA 256, Imagine Objects, Textures, Animations, Sound Samples, Music Modules, Colour Clip art, Educational disks, Adobe type 1 fonts, DPaint fonts, Scalable fonts, Business programs, Word processors, Graphic utilities, Workbench tools, Magic Workbench icons, Music production, Hard drive utils, Comms, Virus Killers, Video production, Emulator's, Fractals, Printer utilities, New Printer drivers, & much more.

HOTTEST 5 £15.99



Contains a new recoded menu system that proports to be the easiest on any CD! Has been updated since the first release and contains over 1000 disks, 1.2 GIG of PD software. Just browse through the menu and read the description of a disk and click a button to unarchive it. it's as simple as that. One of our most popular CDs to date, 100 NEW Klondike cardsets, Imagine objects and all variety of PD from games & Demos through to utilities and fonts. 125 NEW disks.

ZOOM UPDATE £17.99 NEW!



The Eric Schwartz Productions CD archive, created by Eric Schwartz himself, contains all of his previously released animations and artwork. Also included on this CD are 3 new large animations exclusive to the CD, several previously unreleased animations, pictures, Imagine & Lightwave objects used in creating his work and a special set of icons. Also contains the work of several other artists and cartoonists. Eric is the God of Amiga animations!

E.S. PRODUCTIONS CD ARCHIVE £22.49 NEW!

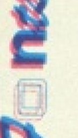
LATEST DEMOS

Latest PD Disk Additions

UTILITIES

EDUCATIONAL

LATEST GAMES

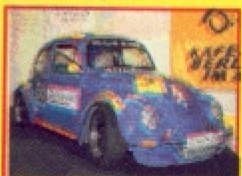
NEW ICONS PACKAGE AGA including THE NEW ICONS BACKDROP SET #1, NEW ICONS IMAGE SET (500+ICONS), ADDITIONAL ICONS & SNAPSHOTS and ICONIAN V2.93 to create your own icons

ONLY £4.99

NEWICONS BACKDROP SETS 2 through 6 £4.99

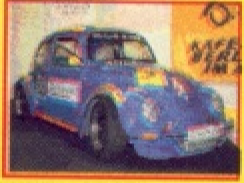
For Final Writer or Wordworth (please state)
Pack 1 204 fonts £12.99
Pack 2 208 Fonts £12.99
all 26 disks for £19.99

SP001 Cosworth, JCB, Bigfoot Truck & GoKart £4.95
SP002 Bus, Tank, Convertible & Dick Dastardly £4.95
SP003 Jet, Dragster, Reliant Robin & Skater £4.95



Each set comes complete with HD and Floppy installer, cars act as an integral part of the game AGA Required.

SKIDMARKS 2 EXTRA CARS



Will now work on ANY 1meg+ Amiga. How would you like to create your own graphic adventure game? No programming skills are needed.You will need a basic understanding of your Amiga.GRAC supports standard IFF picture files/sound samples, and MOD/MED music modules. Create Monkey Island style games with ease.Included are plenty of example graphics/animations and a complete step by step tutorial. * * RATED A WHOPPING 95% BY A.U.I April 95, 95% BY C.U.Amiga May 95.

FG-001 G.R.A.C V1.1 £6.99 With 28 page manual.

G.R.A.C. User disk volume 1 £3.99 with extra help, graphics and files to use in your own creations

A64 PACKAGE V3 & 10 DISKS FULL OF GAMES [2.04+] C64

Only £11.99

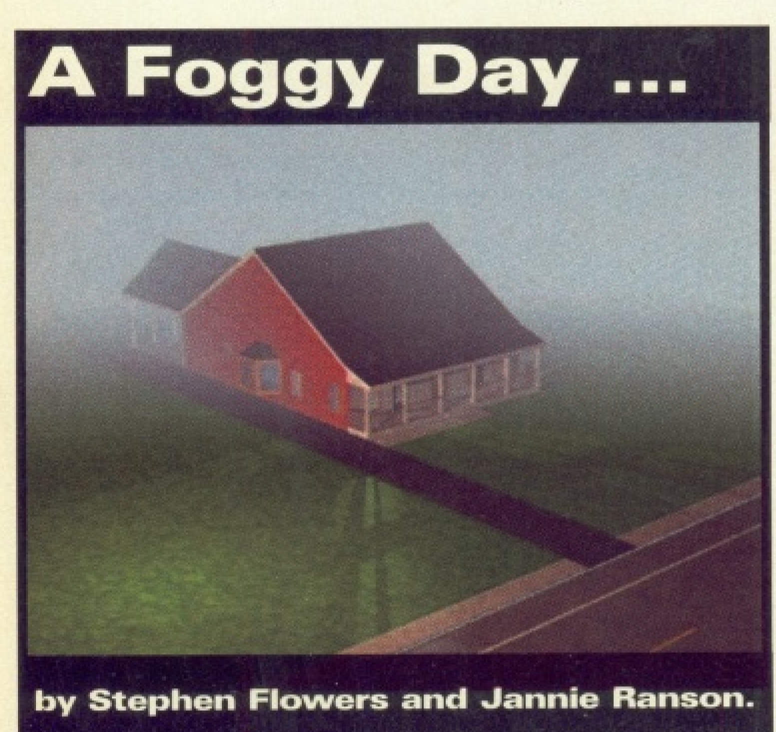
The AMOS AGA EXTENSION + AMOSZINE 9. Loads of graphics, sound files, hints & tips, tutorials, and lots of source code. Also includes our own AMOS



Art Gallery

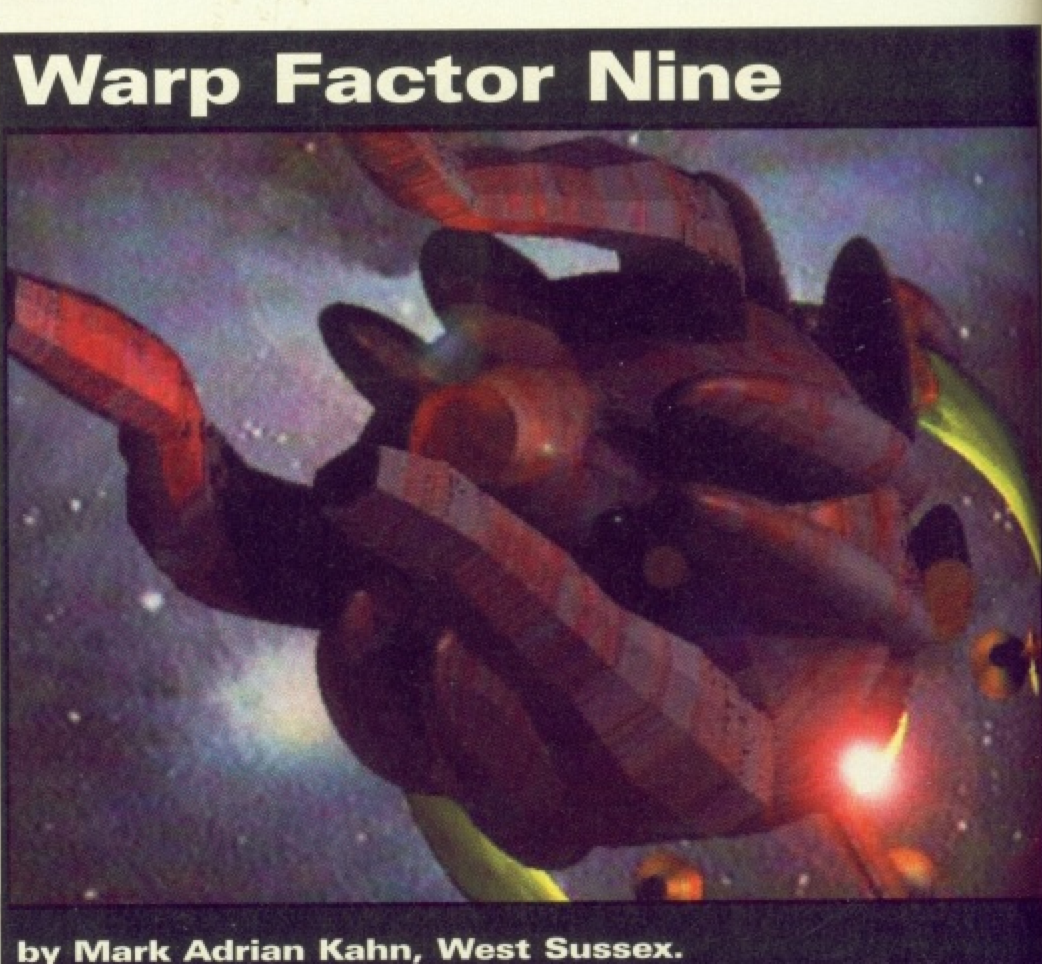
It's amazing what an Amiga, an art package and some creativity can produce. Don't believe me? Here's the proof ...

A Foggy Day ...



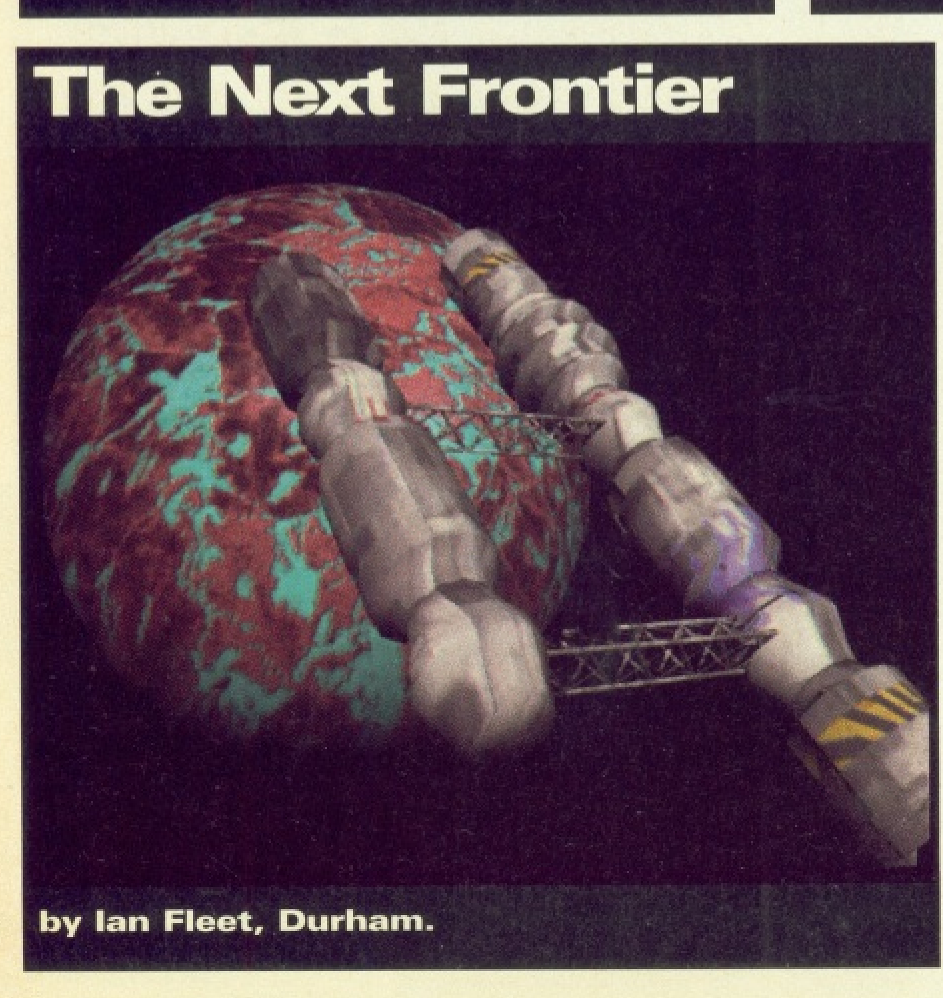
by Stephen Flowers and Jannie Ranson.

Warp Factor Nine



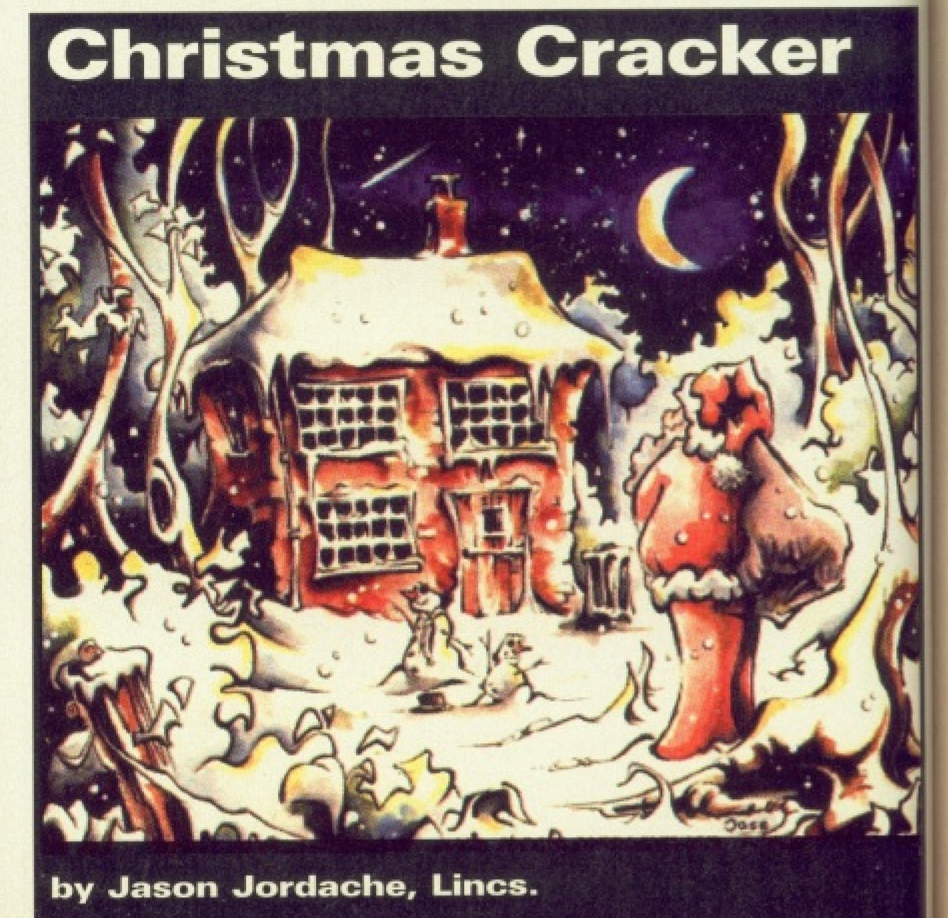
by Mark Adrian Kahn, West Sussex.

The Next Frontier



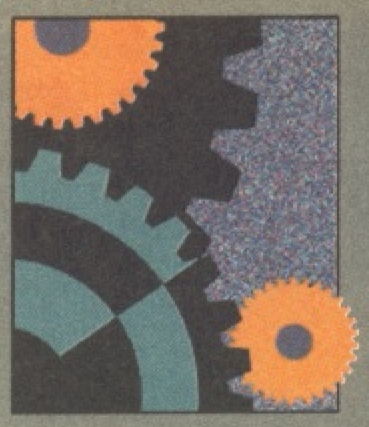
by Ian Fleet, Durham.

Christmas Cracker



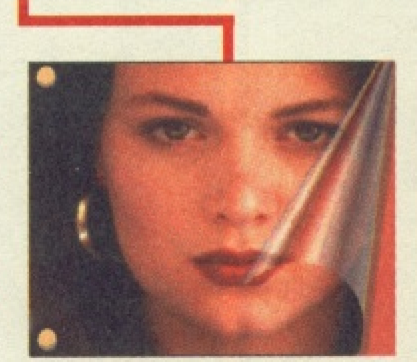
by Jason Jordache, Lincs.

AMIGA workshop



Imagine 3.0 p92

PageStream p107



DPaint p112

Regulars

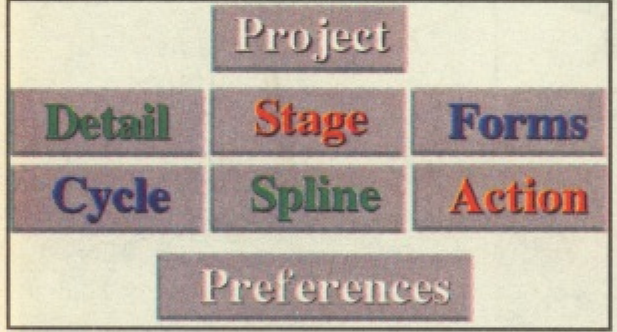
Making your life easier is the name of the game in our tutorial section. First you can learn the art of social graces on the 'net, then you can create progams in Amiga E and ARexx. You can also bone up on some fancy magazine effects in DPaint, catch the final part of our AudioMaster series and learn how to import graphics into PageStream. All this and Alan Dykes gets hot under the collar in Points of View.

Imagine 3.0

PART 1

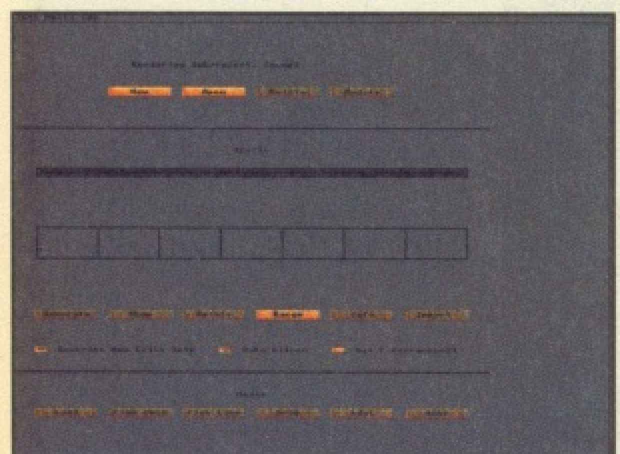
Learning to use a package as powerful as last month's cover disk bonanza can take time, so here's the first part of your crash course in 3D model mastery with Imagine.

The trick of learning how to use *Imagine 3.0* is to understand the difference between the many different editing screens. Although each Editor is for a completely different task, many look almost identical and so it can lead to confusion. There are eight different Editors in total, but it is unlikely you will be required to use them all. In fact, a simple scene will one require you to use just one or two.



▲ Here are Imagine's eight Editors. To create a simple scene you only need to get to grips with one or two.

The first Editor you will use is the one which starts almost every session of *Imagine*: the Project Editor. If you don't want to load an existing project from the title screen, you should select NEW and this will bring you to the Project Editor. It's here that a new project is created and named and any sub-projects (which will contain the images to be rendered) are defined. Creating the project itself is pretty simple: pick a good name which you will remember. When dealing with *Imagine* you will discover that it sorts file names depending on the case (upper or lower), so if you give one project a capital letter to start with, stick with it.

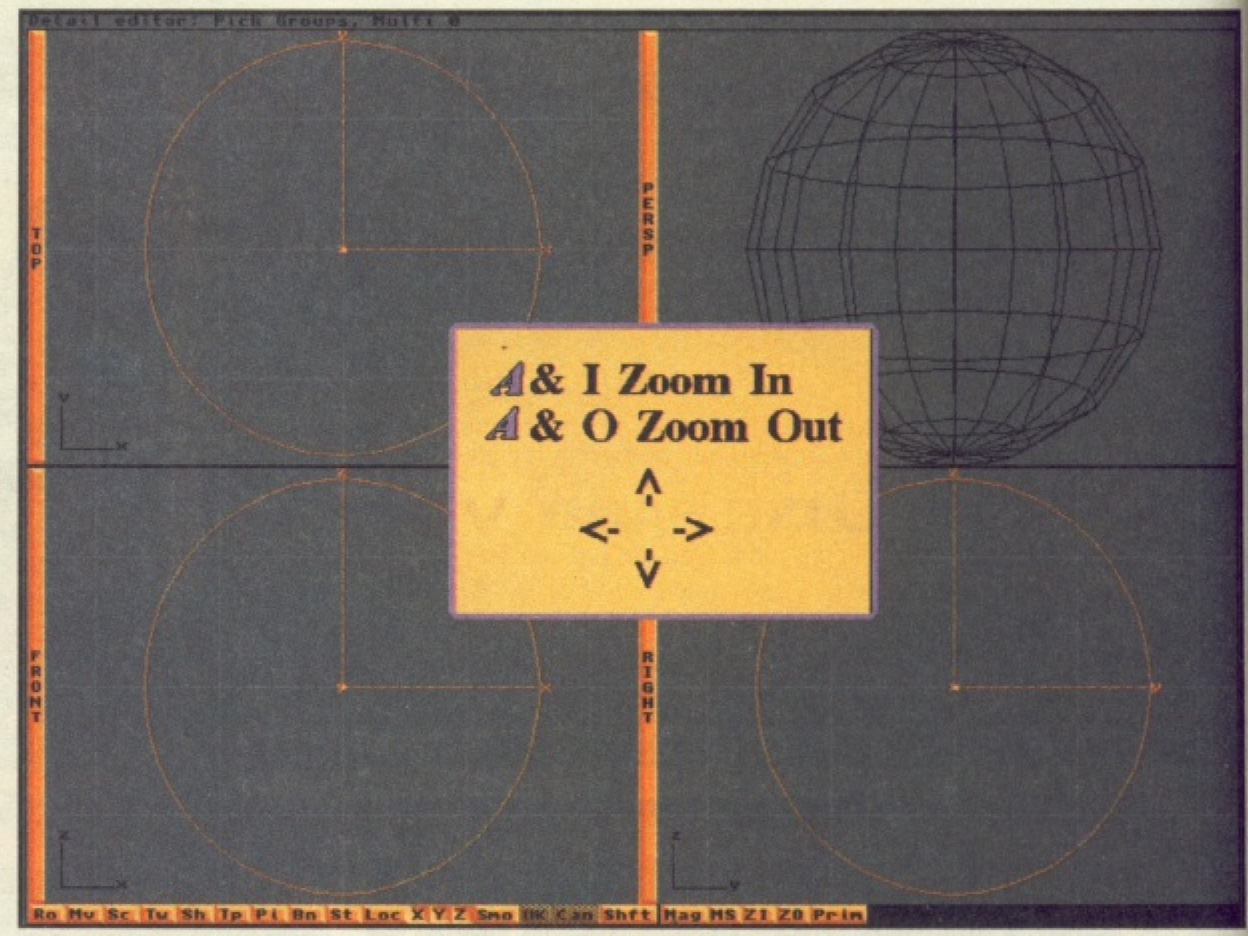


▲ You can load the Detail Editor from the Project Editor screen.

For the moment, let's skip directly to the Editor in which you will probably spend most time: the Detail Editor. You can reach it from the Project Editor screen either from the pull down menu or by pressing Right-Amiga and 2.

The Detail Editor is where simple objects can be created and existing ones manipulated. It's here where the object's 'attributes': textures, mappings, physical properties can be defined. You can alter its shape from here as well. It's also possible to preview each change you make by rendering the object quickly by itself.

It is vital that you remember that the Detail Editor is *not* where you position or animate objects. The Detail Editor is for dealing with the appearance of objects on an individual basis.



▲ In the Detail Editor you can zoom in and out of the display very easily by simply pressing Right Amiga I (for zoom in) and Right Amiga O (for zoom out). Check the screenshot above if you don't believe me.

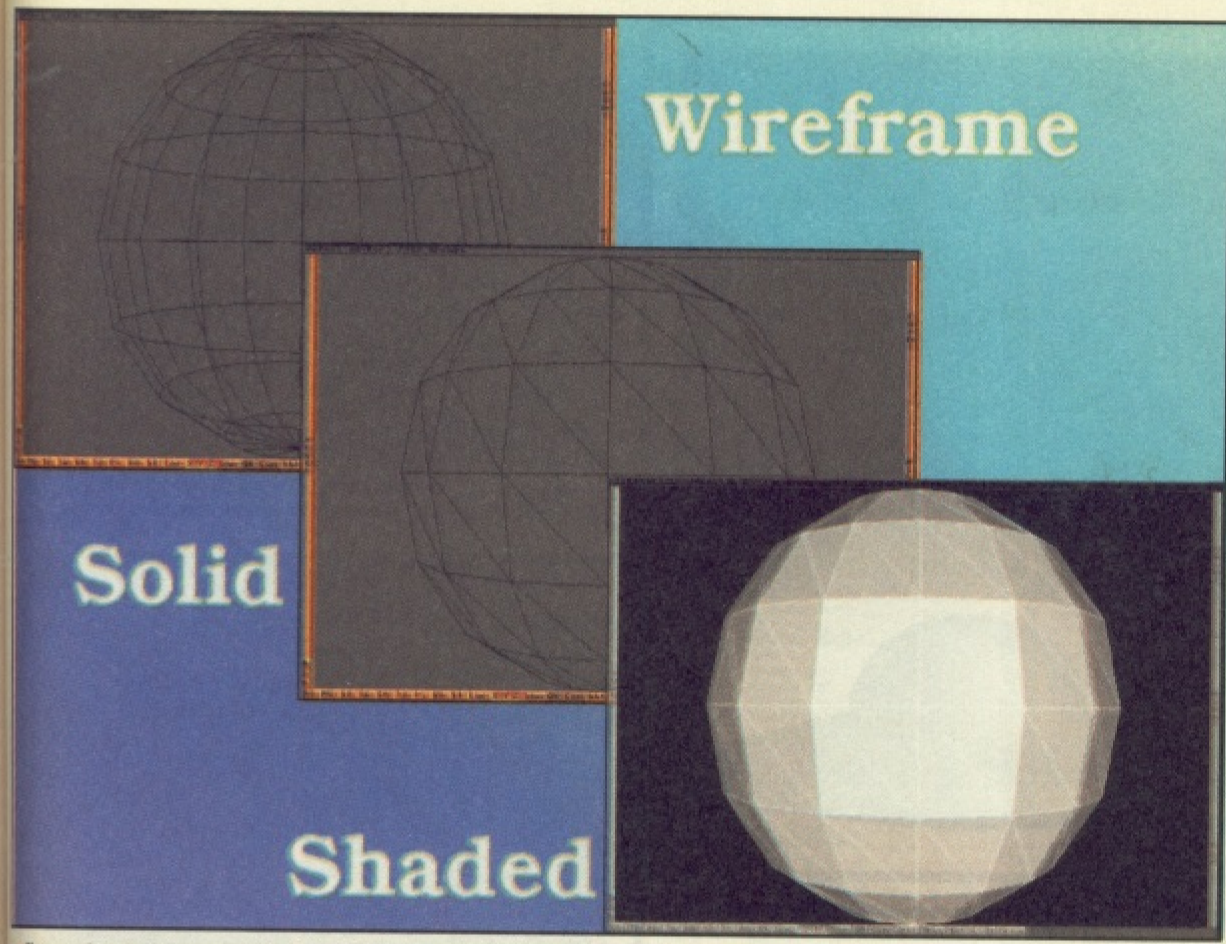
Ditch the cow

Rather than play with the Cow object again, let's create one for ourselves from scratch. Although *Imagine* likes to deal with objects as though they were constructed from triangular facets, you can also create objects by adding together primitive shapes.

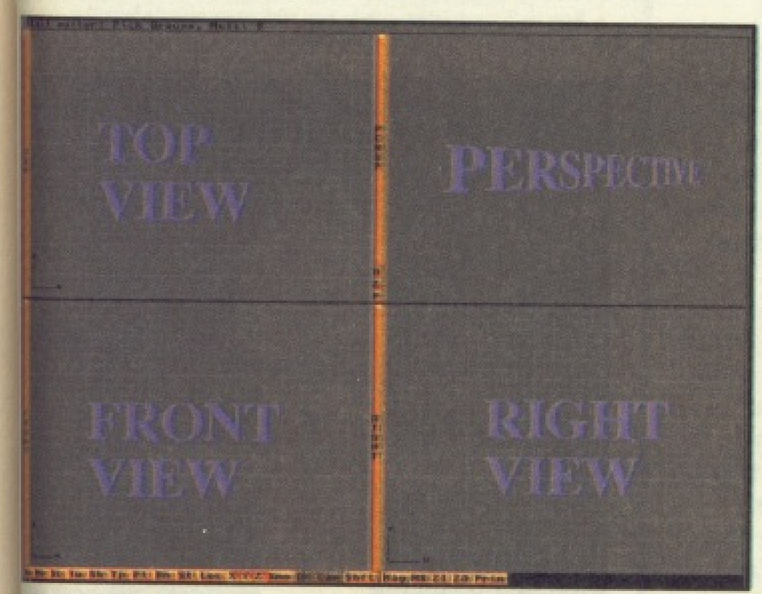
Use the third menu along (OBJECT) and find the ADD item. You will see another menu appear. Selecting SPHERE and *Imagine* will then create a ball-like object for you.

You should now experiment with the cursor keys to see how you can move the object around the screen. You are actually moving your viewpoint rather than the object, but the effect is much the same. Click with the left button in each of the grid windows in turn and then press the cursor keys.

Notice the interaction between the three views. You can also Zoom in and out of the display by pressing Right-Amiga I (for zoom



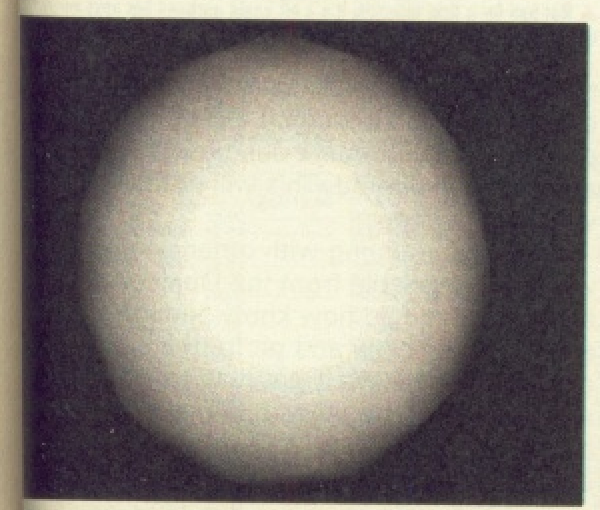
▲Here we have wireframe, solid and shaded displays of our sphere. Which one do you prefer?



▲The Detail Editor is where you can alter the appearance of objects. You can NOT position or animate objects here.

in) and Right-Amiga O (for zoom out).

You will notice that the Sphere in the perspective view is a wireframe image: in fact, you can see right through it to the other side.



▲If you select the Quick Render view mode the view in the Perspective window is rendered in 3D for you.

If you want to see what a solid sphere looks like, use the second menu (DISPLAY) to select the item SOLID. The sphere will re-drawn. There is a third display type called SHADED. This will look the same as SOLID until you go to a dedicated Perspective display. To do this, click on the vertical frame of the Perspective window: where it says "PERSP". You can return to the main view by clicking on the left-hand side of the screen. This special one-view-only display works for the Top, Front and Right views too. Return to the normal, four-view display and look at the Perspective window. Under the 'PERSP' text are some buttons marked 'A', 'Z' and 'P'. If you click on 'A' and then move the mouse around whilst holding down the left mouse button you can spin the object around to look at it from any angle. Hold down the right button as well, and you can rock it from side to side.

The 'Z' button stands for Zoom and you can use it to make the object larger or smaller. The 'P' button allows the perspective to be changed, a bit like using a wide-angle or telephoto lens.

There is one more view mode which can be used: Quick Render. You'll find this in the first menu towards the bottom. When you select it, the view in the Perspective window is rendered in 3D for you. If you render our sphere you will notice it looks extremely dull and boring, this is because we have yet to add any textures or adjust any attributes: more on this later.

All change

Now that we can alter the viewpoint of our object, let's change the object itself. Before you can manipulate an object in *Imagine*, you must first select it. This is because there may be more than object on the screen at once. In this case we only have one sphere, so to select it press F1. It will change colour so you know it has been chosen. If there was more than one object on the screen, you would have to either pick the one you required from a list (Right-Amiga F) or cycle through them (Right Amiga N) all in turn before pressing F1.

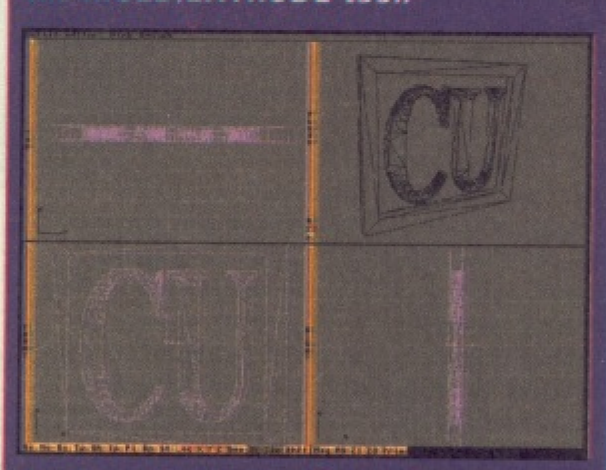
The right tools ...

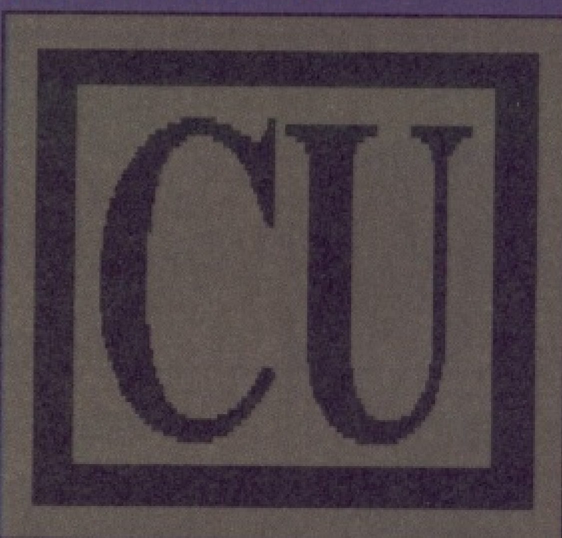
OK, so with the object highlighted you are now free to manipulate it. The most important tools are all at the bottom of the main screen and are as follows:

Or: Rotate. Click on this and you can spin the

Converting IFF Images is easy

Imagine can convert simple IFF images into models, which you can then manipulate like any other object. Using the CU Amiga Magazine logo, I used the menu item CONVERT IFF/ILBM from the OBJECT menu. This created an object which could be given some thickness with the MOLD/EXTRUDE tool.



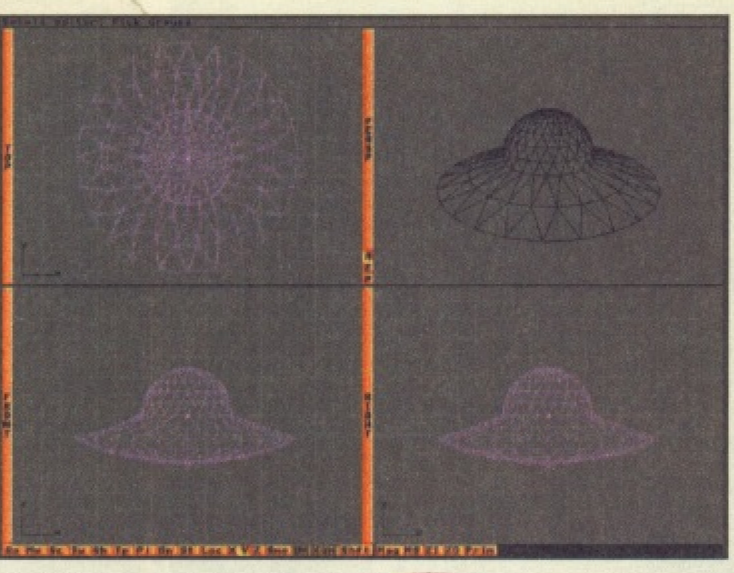


Converting IFF images in this way is easy, but it has drawbacks. If you try to convert an image which is too complicated the procedure will fail: try to keep to two-colour outlines. Curves will not be converted well, and some objects can be too large and cumbersome to deal with easily. However, this is still an ideal way to quickly convert logos and other images – you can always edit the shape later.

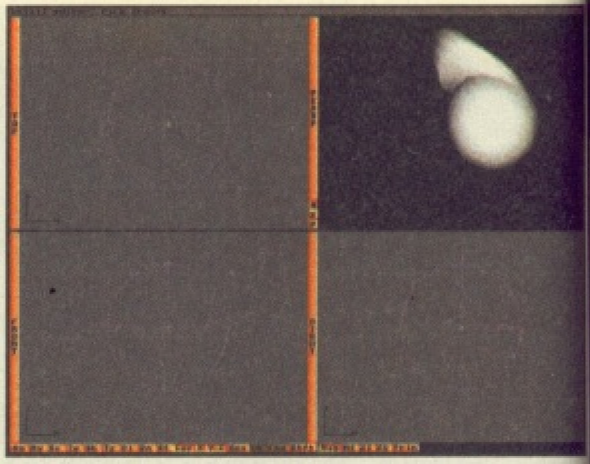
Flying saucer

There are actually two types of sphere primitive: the first is available directly from the OBJECT/ADD menu, the second from the OBJECT/ADD/PRIMITIVE menu. The first sort is dealt with more accurately by *Imagine*, although as we saw it refused to re-draw the wireframe image in anything other than its original shape.

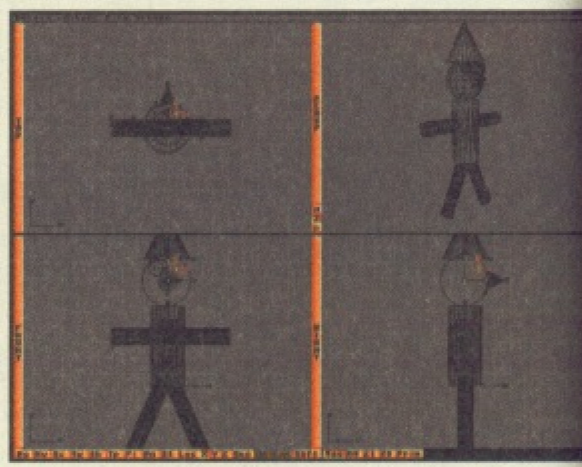
Using the second type of sphere (which is a collection of facets, rather than a special primitive in its own right) we can manipulate the image. Here, I've used the taper and pinch tools: the result is an excellent flying saucer model. We'll see next month how to add colour and texture to the model to make it look considerably more realistic.



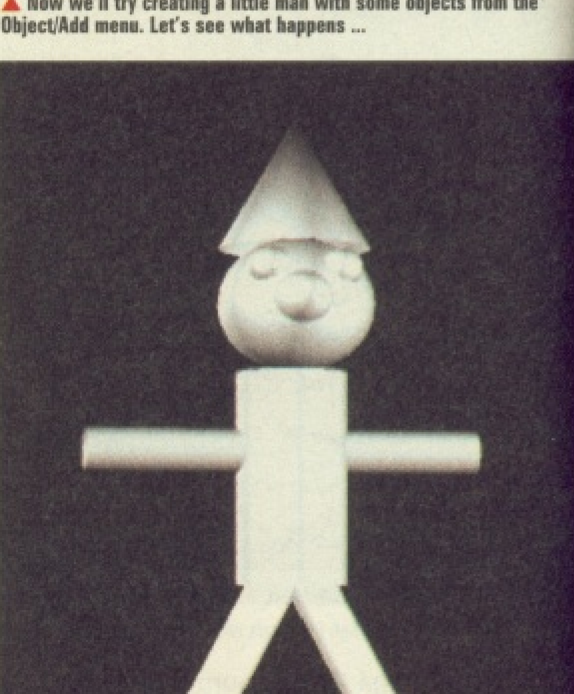




▲ You can try playing around with the various shape altering tools (Smo, X,Y,Z, OK and Can) you could end up with something like this.

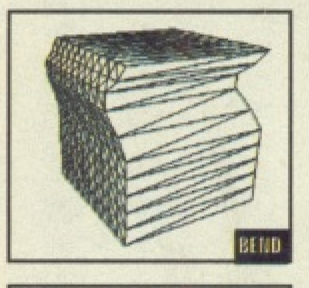


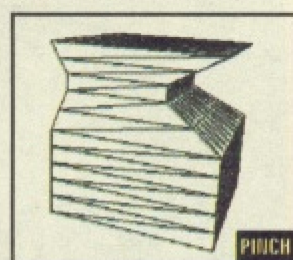
▲ Now we'll try creating a little man with some objects from the Object/Add menu. Let's see what happens ...



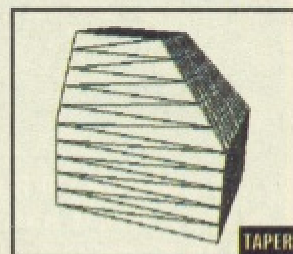
▲ Not bad for a first attempt. It's a bit basic perhaps but next month we'll be looking at how to make objects more realistic.

Manipulation tools

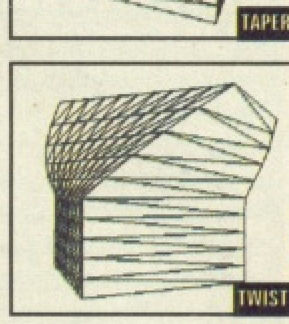




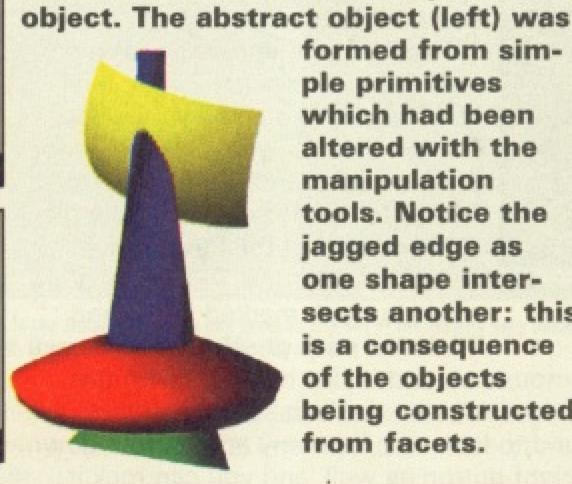
STRETCH



SHEER



The six black and white images (far left: bend, pinch, stretch, taper, sheer and twist) show what happens to a simple cube when it is subject to the various manipulations available with *Imagine 3.0*. The more facets which are used to build the cube, the smoother the bends in the object will appear. Incidentally, the cube was formed by using the extrude tool on a Primitive plane object. The abstract object (left) was formed from simple primitives which had been altered with the manipulation tools. Notice the jagged edge as one shape intersects another: this is a consequence of the objects being constructed from facets.



object. Click on the X,Y or Z button to select the axis you wish to rotate the object around.
Mv: Move. Re-position the object. By default all three axis buttons are ON, click the OFF button and you can limit the movement so that only sideways or up and down motion is permitted. This makes it simple to line-up objects.
Sc: Scale. Adjust the size of an object. Again, the three axis buttons allow you to alter the shape in certain directions only: this makes it easy to stretch or shrink an object.
Tw: Twist, **Sh:** Shear, **Tp:** Taper,
Pi: Pinch, **Bn:** Bend, **St:** Stretch

These tools alter the shape in particular ways: the best thing to do is to try them out for yourself to get a feel for how they work.
Smo: Smooth. When turned on this will smooth off angular edges after deformations.
X,Y,Z: The Axis buttons used to limit motion or define the axis about which rotations and deformations occur.
OK: Confirm a manipulation to make sure it stays permanent.
Can: Cancel a manipulation.

If you play with these tools and our sphere you could end up with something like the picture top right (the rendered image has been overlaid into the screen shot after the event, you won't see *Imagine* render like this normally.)

Notice that the Sphere we created is a special primitive as far as *Imagine* is concerned and although it will be rendered properly, the wireframe outline will not appear to be altered. This will not happen with other shapes.

Try experimenting with other primitives too which are available from the Object/Add menu. You should now know enough to create a simple scene and perform a quick render. Next month we'll see how to alter the appearance of the objects to make them took a lot more realistic. ■

John Kennedy

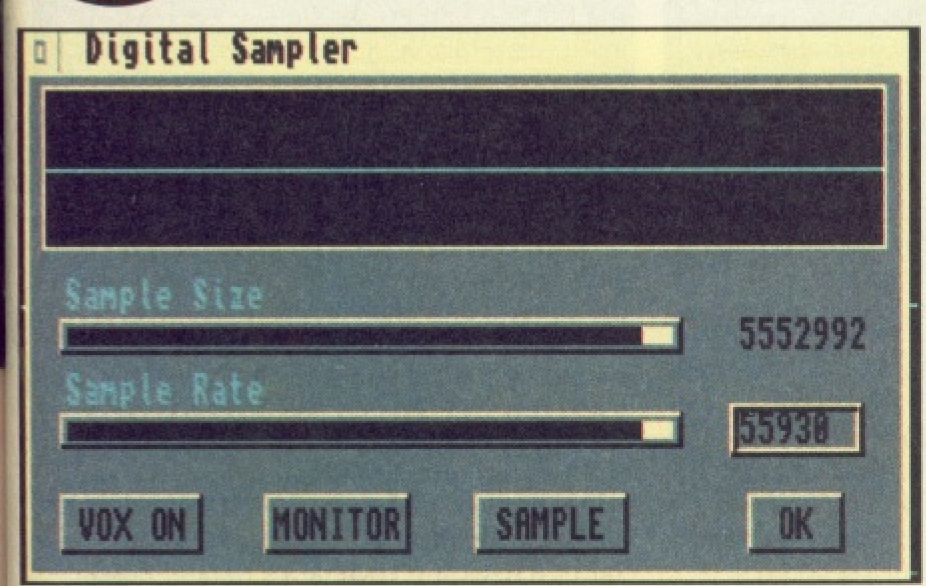
Ro Mv Sc Tw Sh Tp Pi Bn St Loc X Y Z Smo OK Can Shft Mag MS ZI ZO Prim

Sound Lab

Audiomaster IV

PART 3

Open your mind to the abstract wonders of experimental audio techniques in the final part of our AudioMaster IV series.



▲ Before you use the realtime effects, set the sample rate to maximum for the best sound quality.

Are you content with using standard sounds and working methods in your soundtracks? It's the easy option, but you'll never stand out from the crowd using preset sounds and text book techniques. To carve yourself a unique style, or preferably a range of unique styles, you have to be prepared to experiment and use your imagination. Let's face it, if the TB 303 was only used as directed in the manual (as a replacement for a human bass guitarist) we'd never have had the acid house phenomenon and today's thriving dance music scene that it spawned.

So, if you want to kickstart the next global music revolution, get your experimental head on and start digging into the hidden depths of your audio equipment.

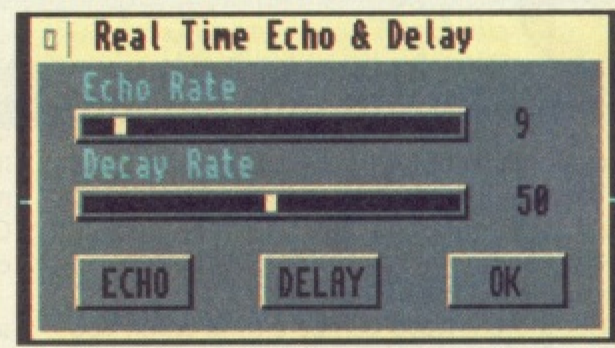
Distant echoes

AudioMaster has an incredibly useful realtime effects section. At first these may just seem like a bit of fun but they can actually be very useful. The Realtime Echo/Delay feature from the Effects menu is of particular interest to seekers of aural weirdness. As you probably know, echo effects are normally used to add ambience to vocals and melodies. The original signal would be passed through the effect via an 'effect send' output from a mixer, and then the echoes would be mixed back with the original signal via the 'effect return' input on the mixer. Many of the most basic audio mixers have at least one effects send and return. Check to see if yours does and give it a try. When using the echo effect it's normally best to turn on the Amiga's low-pass filter.

Filter through

Professional effects units usually work in 24 or 32 bits, while the Amiga is limited to 8 bits, and as a result the echo effects can get a little noisy. Turning the filter on will clean them up but also take off the top-end frequencies of the sound. You should also remember to set a high sample rate from the Sampler window, as this rate is used for the effects. Choose at least 25,000Hz or ideally as high a rate as possible. This will give you cleaner results with extra clarity in the top end of the spectrum.

Hang on though, that's hardly 'pushing the envelope' of modern music is it? One way to get some really spooky sounds out of your Amiga is to pump a continual stream of sound through the echo effect, with the decay control set to three or less. If you have any cheesy old synthesisers or other redundant instruments, try playing or sequencing a series of noises and effects through the echo. The extra long decay time of the echo will mean that all the separate sounds will repeat over each other, gradually fading into the distance, creating strange rhythms as they bounce off each other. While this in itself may not be particularly musical, when combined with beats and basslines provides a lush sonic backdrop, abstract enough to bring all kinds of images to the mind's eye.



▲ Use high decay rates for abstract echo effects.

Another good source for these effects is sample CDs. Get hold of a good sound effects CD and flick randomly through the tracks. Alternatively, connect a microphone to your sampler and make silly farting, screeching and wailing noises, then listen as they combine to make a mutating nightmare of sound.

You should also find a neat little program called *DVerb* on one of this month's cover disks (at the time of writing the cover disk contents are not confirmed so don't quote me on this). This will do much the same thing from your Workbench.

A bit distorted

Sampling clean realistic sounds is an essential step towards professional music success, but it's also good fun to see how much you can distort a sound from its original form whilst keeping it useful in a musical context. The simplest way to distort a sound is to crank the volume up so that the waveform 'clips' on the top and bottom. This introduces hard sounding frequencies where the waveform takes a sudden change of direction, and works particularly well with analogue synth sounds. Those with access to the Aminet may like to download an *OctaMED* module of mine in the Mods/Techno section called Sweatbox which contains a few examples of analogue synths distorted in this way.

Once you have overdriven your sample, try distorting it further by running it through some filters. Boosting certain frequency bands can bring out hidden properties in the sound, and muting other frequencies can lead to similarly interesting results. ■

Tony Horgan

That's your lot

That's it. This is the final AudioMaster tutorial. If you have some music tips you'd like to pass on to other readers and get your name in print at the same time (big deal, I know, but it should impress your gran), then send them in to me at Sound Lab Tips, CU Amiga, 30-32 Farringdon Lane, London EC1R 3AU.

OctaMED 5.04



Find out what stuff MIDI is made of and it can help you get around those four-track blues.

So, after several month's of hard work, we're getting pretty proficient at this old music-making lark. We've been using samples as instruments and they're great, you can create any sound you like. However, the fact that the Amiga only has four tracks makes things a little limiting. It's fine if you're organised, you could stick to putting, say, a beat on track 0, a bass line on track 1, strings or choir on track 2, and a melody on track 3.

But there always comes a time when you think, 'Drat, there goes my last track'. Well, you've got two options. You can switch to 5, 6, 7 or 8 channel mode (see box-out bottom right on page 107'), which uses a nifty workaround to squeeze more tracks out of even the most humble Amiga. The best solution, however, is to ditch the Amiga's eleven-year-old sound capabilities altogether and go for a MIDI keyboard.

Radical? Not really. MIDI keyboards are getting cheaper all the time and the expense further reduces if you buy secondhand. You can use OctaMED with any device with MIDI IN and MIDI OUT sockets, but you'll also need a MIDI interface (about £25 from many CU Amiga Magazine ads) and two MIDI leads, each at least two metres long.

Right. Assuming you've bought the necessary goods, here's what to do ...

Making the right connections

The hardware bit first. Connect your MIDI interface to your Amiga's serial port. Then using the two MIDI leads, connect the interface's MIDI IN socket to your keyboard's MIDI OUT socket and the interface's MIDI OUT to the keyboard's MIDI IN. Make sure they're the right way round or there'll be problems! Back to *OctaMED*. To enable the MIDI capabilities, select MIDI menu -> MIDI Active. An 'M' appears next to the Inst Params button (second row down) to confirm this. Now you need to tell *OctaMED* which of your keyboard instruments you'd like to use.

MIDI
MIDI Active
Input Active
Input Channel...
Ext Sync
Send Sync
Send Active Sensing
Send Out Input
Read Key-Up's
Read Volume
Reset Pitch/Presets
Send MIDI Reset
Send Local Control »
Note Killing »

How does MIDI work?

Rather than carry sound MIDI leads transmit information which can be used to play notes, turn on special effects and do everything that MIDI can.

For example, if *OctaMED* wished the keyboard to play a certain note, it would send a 'switch note on' message (together with the note's name and volume) through the interface's MIDI OUT socket to the keyboard's MIDI IN. To stop that note playing, *OctaMED* would send a 'switch note off' message at the appropriate point.

OctaMED can also send messages for 'pitch bend' (pitch sliding obtained by moving the keyboard's pitchbender sideways), 'modulation' (usually vibrato obtained by moving the pitchbender upwards), 'aftertouch' (again usually vibrato obtained by pressing a key down more firmly than when it was initially struck), and many more.

Most modern keyboards are 'polyphonic' and 'multi-timbral', meaning they can play more than one note and instrument at once. If your keyboard allows you to change the MIDI 'mode' (whether or not the keyboard should be polyphonic and/or multi-timbral), set it to mode 3.

4Ch MI
MIDICh 1 Suppress NoteOff
Preset 1 Extended Preset

Click Inst Params, and in this window find the MIDICh and Preset sliders. Each MIDI instrument (piano, guitar etc.) must have a MIDI channel and preset set. The preset is the number assigned to the instrument by the keyboard. For example, most keyboards assign number one to a piano sound. Check your keyboard's manual for this.

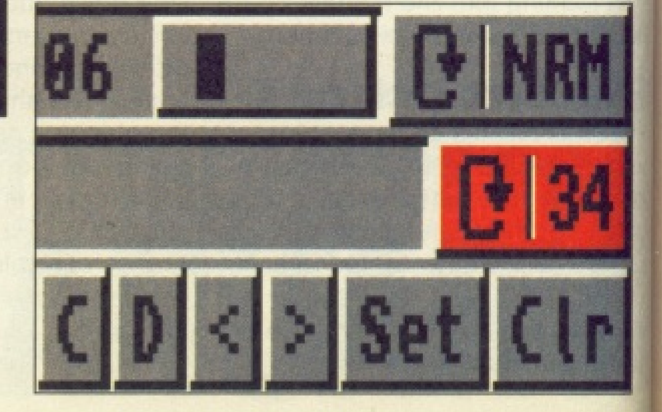
MIDI channels are a bit like Amiga sound channels, except there are 16 of them instead of four and one channel can play more than one note at once (as long as the notes are played by the same instrument). For songs using few instruments, it's easiest to give each instrument a different channel number. You can assign any instrument any number, but with most keyboards percussion sounds should have channel 10 and preset 0. (A preset of 0 uses the keyboard's default preset for the given channel).

Now we're ready to rock 'n' roll

So let's do it! Make sure your keyboard is transmitting and receiving on all channels (your manual will show you how). Now let's set a piano sound. Move the MIDICh slider to (say) 1, and the Preset slider to 1 (assuming your keyboard's instrument number 1 is a piano). You also need to slide Vol up to 64 and to type 'Piano' into the Name box (well, you don't really have to name instruments,

Name Piano 01
Vol 64

but it's best if you do). Please don't forget to slide the volume to 64, I've lost count of the number of 'Help me Ed, my speakers aren't working' phone calls I've had ... Press the F1 key to select keyboard octaves 3 and 4, then

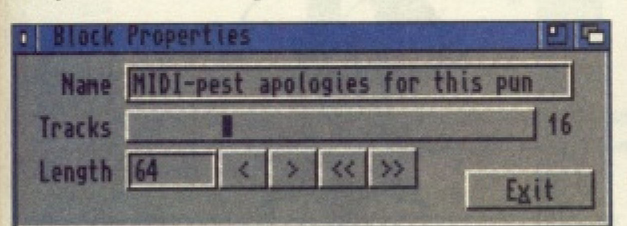


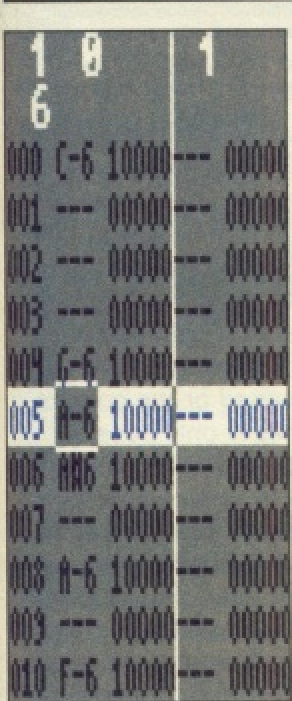
try playing notes using the Amiga's keyboard. Your MIDI keyboard should be making lovely piano noises. If not, check that everything's correctly connected (see first paragraph) and make sure your keyboard's set up to receive on all channels (your manual will give you clues).

Now select instrument 02 (Shift-<right>), and set this to Drums (channel 10, preset 0 unless your manual says otherwise). Remember the Vol slider and Name box too. When you've done, close the window for now.

Even more tracks

Next we'll increase the number of tracks in the block. Select Block menu -> Set Properties and drag the Tracks slider to 16.





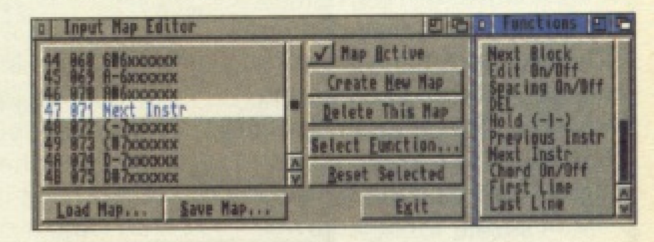
Wow! Trouble is, it's now near enough impossible to read the notes, so select Settings menu -> Display Max Tracks -> 8. The block still has 16 tracks, but only 8 are now displayed at once. OK, the moment of truth – let's try recording. First choose MIDI menu -> Input Active and switch Edit mode on. Now select the piano instrument (01), then start the block playing using Play Block. Play anything on the MIDI keyboard, and click STOP when you've finished. Click Play Block again to play back what you've just recorded.

Let's get the messy bits sorted first

Does it sound a bit of a mess? If you played any chords while recording, the notes of the chords will be played one after the other rather than together so it will sound a bit jumbled together. Switch Chord on (just below STOP) to rectify this. Also, it's very difficult to keep in time because there's no percussion track. So let's make one. Move to track 7, select instrument 02, and build a drum beat using your MIDI keyboard. Just a bass drum every fourth line will do for now.

Now try recording again (use Track menu -> Cut to clear any tracks that need clearing). Should be much easier now. If you'd like a four-beat introduction before you start recording, press the F9 key then click Cont Block (or press Alt-Space).

One of the problems with using MIDI is that you're constantly moving from your Amiga to your MIDI keyboard and back again. Wouldn't it be nice if you could control OctaMED features (e.g. Play Block, select next instrument) simply by pressing keys on your MIDI keyboard?



Well ... you can! (You'd never have guessed) Firstly, enter your keyboard's top two notes into the block, and make a note of their names (they might be e.g. B-6 and C-7). Next, select Display menu -> Input Map Editor. In this window, click Create New Map and switch Map Active on. Now drag the small scroll bar downwards until the list displays your two top notes.

Click on the second-top note, then click Select Function. This small window shows a list of all the functions you can assign to each note. Drag the scroll bar until you see Next Instr, and click on it. Now try pressing the note which is second from the top: you should see the current instrument number increase. Neat or what? Assign your top note to Play Block in the same way, then close the Input Map Editor.

Now get on with it yourself

That should be enough to get you cracking with MIDI. Admittedly, È's MIDI support isn't the best (as it's primarily a sample sequencer), but you can certainly obtain great results with patience.

Next month in my final tutorial, we'll attempt to demystify that love-to-hate beast, the synthetic sound editor. ■

Ed Wiles

What are MIDI's main features then?

Many features are contained in the MIDI menu. By selecting Input Channel, you can tell *OctaMED* to only enter notes played on a particular MIDI channel; this is especially useful for certain budget Yamaha keyboards with annoying habits such as the PSS-780. Tick Read Key-Up's to control the exact length of played notes and select Read Volume if your MIDI keyboard is touch-sensitive.

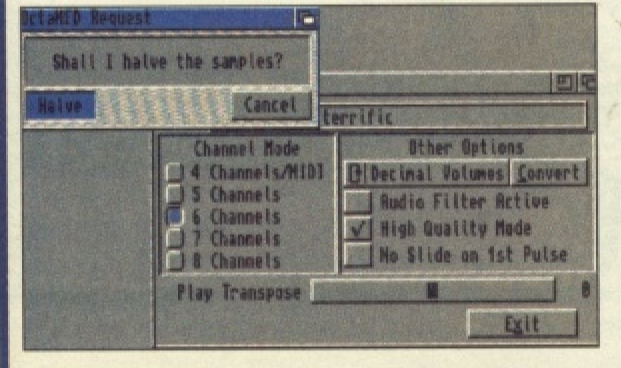
You can use MIDI instruments on all 64 possible tracks, and you may also mix Amiga samples and MIDI instruments on the first four tracks. You can add MIDI instruments to the sample list using the Sample List Editor's Add button, saving you from fiddling with the MIDICh and Preset sliders every time you want to use MIDI. It's best to create an imaginary directory for them since they aren't actually loaded from disk.

Some player commands work differently when used with MIDI. For example, types 01 to 03 control the pitchbender, 04 the modulation wheel, and 0E the stereo location (panning). To change a MIDI controller, use types 05 and 00: set the controller number with 05, then set its new value with 00.

You might want to use OctaMED's alternative method of setting the tempo: Beats Per Minute. Click on SPD (beside the tempo sliders) to select this mode. The longer slider controls the number of beats per minute (just like a metronome). For example, a value of 60 is one beat per second. The other slider controls the number of lines per beat. For example, '8' means that eight lines are considered as one beat.

Beef up your track numbers – the easy way

There is an easy way to get around the limitations of your Amiga just having four tracks. The 5, 6, 7 and 8 channel modes allow your Amiga to play up to eight samples at once. To use these modes, firstly increase the number of tracks to 5, 6, 7 or 8 (using the Block Properties window as with MIDI). Next, select Song menu -> Set Options. On the left of this window, click on the appropriate channel mode button. Click Halve in the requester, then close the window.



Unfortunately, it's not as simple as it sounds and you'll notice some side effects pretty quickly. The volume of all samples halves to minimise distortion. There's a different method of setting the tempo: you can only use values 1 – 10 with the longer slider. And the quality decreases: try selecting High Quality Mode in the Song Options window (if you have an A500 or A600, this will only work in 5 or 6 channel mode).

For best results, however, you shouldn't use more channels than you need. If, for example, your song doesn't use more than six tracks at once, you should select 6 channel mode instead of 7 or 8 channel mode. This gives you two high quality tracks to play with, too (tracks 3 and 4).

Pagestream 2



In our final look at PageStream we cover how to import graphics into this excellent DTP package.

Importing graphics into *PageStream* seems to be the subject of many queries we've received over the last few weeks, all of which we hope to clear up in this month's final *PageStream* tutorial.

PageStream works with two different types of images: bitmapped and structured. Within these categories the program supports a number of graphics formats including IFF-ILBM and TIFF for bitmaps and DR2D and Illustrator for structured drawings. You'll find more import filters (file loaders) on the cover disks and CD-ROM from the November issue of CU Amiga Magazine, expanding the program's support to PCX and GIF among others. These filters need to be put into *PageStream*'s Drivers drawer. Once you've got them in place you're ready to load just about any image you like. However, there are a few potential pitfalls along the way, so we'll go through the procedure step by step.

Importing graphics

To import an image, no matter what the format, choose Import/Graphics from the File menu. A requester will appear for you to choose your image. Select the image and then click OK. The next panel you will see, is the 'Choose Type' requester.

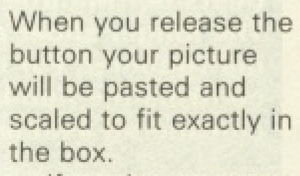
Although *PageStream* 2 automatically selects the correct filter for the image you are using, you still need to choose a number of other attributes for the image. These attributes differ depending on the format of the image. We'll take a look at those for IFF-ILBM.

In the 'Choose Type' panel you'll find two listviews. There are two options in the left list; one is IFF-ILBM PAL and the other IFF-ILBM NTSC. Readers in the UK should choose the PAL option by clicking on the IFF-ILBM PAL filter. Those of you in other countries would choose either IFF-ILBM PAL or IFF-ILBM NTSC depending on the television display format used in that country. Australia would be PAL while the US and Canada would be NTSC.

The other list asks whether the image is to be imported as an Object or as a Picture Window. The easiest one to choose is Object. If you select Picture Window, a separate window is created with your picture inside it, which some people might find unnecessary. You can then select the area of the image you want to import, copy it to the clipboard and then Paste it into your document.

Pasting down

If you load the picture as an object, you'll see the pointer change into a black square. The same will happen when you come to paste your selected area if you choose to load as a picture window. Now you can do one of two things. If you just click anywhere on the page, the picture will be pasted down at its original size. However, you'll normally want to scale your picture to fit the layout. In this case, hold the left mouse button and drag out the area you want the picture to occupy.



When you release the button your picture will be pasted and scaled to fit exactly in the box.

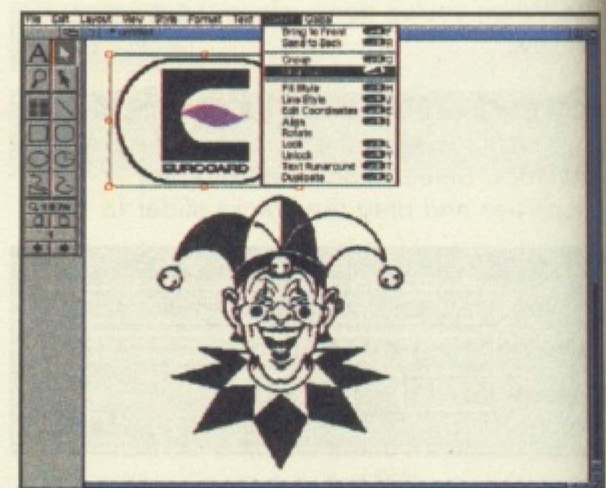
If you import something other than an IFF-ILBM, the Choose Type requester will display new options. For example, with *ProDraw* clips you'll see two options in the As lister. One is All Clips and the other the name of your clip (*ProDraw* allows you to save more than one clip as a single file). If you have saved more than one clip in the file, there will be a list of all of them.

To place the image onto the page, click OK on the 'Choose Type' panel and then click the left mouse button once on the page. The first thing you'll notice is that unlike bitmaps, the colours in the drawing will be displayed on-screen, providing you have *PageStream* set up to run in colour. More interesting is the fact that a structured drawing in *PageStream* can be broken up into its different components.

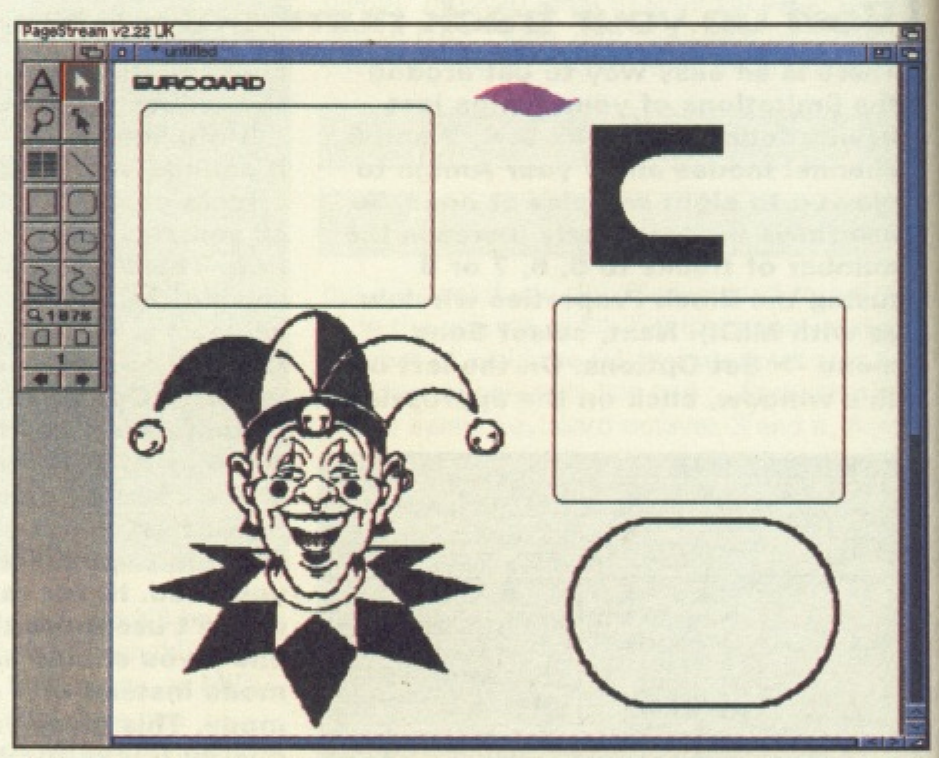
Taking the example of a clip of a Eurocard symbol, all the pieces that go to make it up can be 'ungrouped' and removed from the image and/or changed in some way. For example the text can be stretched or the colours changed. This is only possible with structured drawings.

Text runaround

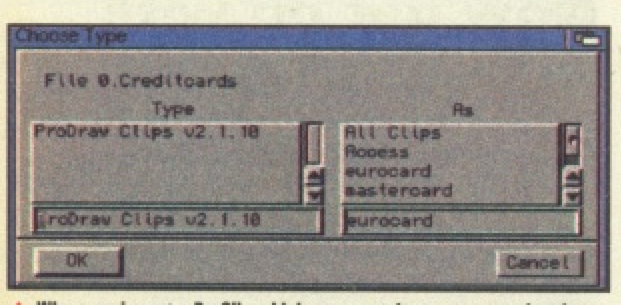
Once you have a bitmap picture on the page it can be made bigger or smaller by dragging the handles that surround the image. You might also like to mix a picture with some text and have



▲ Structured drawings in PageStream can be 'ungrouped' and the different pieces altered when necessary. See picture bottom right ...



▲ ... here we have the picture which has just been ungrouped. You can now click on the different components and alter them if you so desire.



▲ When you import a ProClip which may contain one or more drawings, make sure you choose the drawing you want to place on your page.



▲ The background colour in a bitmap can be made transparent so you can get effects like this when a coloured panel shows through.



▲ When you import a bitmap and choose Picture Window, you get the opportunity to crop the picture and then copy and paste it into PageStream.

that text flow around the image. This is no problem for *PageStream*, just make sure your picture is selected and then choose Text Runaround from the Object menu then choose an icon that suits the way you want the text to flow around the image. This is useful for all objects, not just pictures.

How about putting a border around your pictures? Make sure the picture is selected and then choose 'Line Style' from the Object menu. Now choose the attributes for your line, like the width and colour. Once you click OK, you will find your image has a border. Just as useful is a feature that lets you make the background colour transparent. First select the picture then choose Object/Fill Type. Click on the box that says None. After clicking OK, the background colour of the image will now be transparent allowing coloured panels and pictures behind this image to show through.

Speed tips

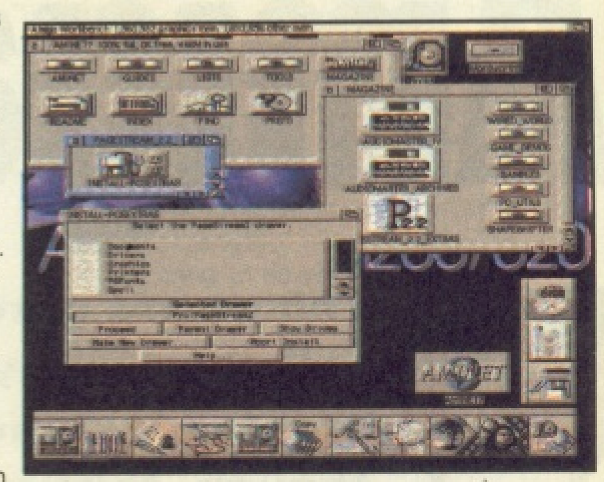
Depending on the speed of your Amiga, you may experience some delays when *PageStream* rescales pictures. In order to speed things up, pictures can be represented on screen as crossed out boxes by selecting Show Pictures from the View menu. Refresh your screen by clicking on a scroll bar. All of the bitmap pictures should now be crossed out. ■

Larry Hickmott

Let's kiss this thing goodbye

Congratulations! You've made it to the end of the final *PageStream* tutorial. If you're serious about getting the most from this excellent program you can order the *PageStream 2.2* manual and a few extra bits from Soft-Logik (tel: 001 314 256 9596) for £24.95 or better still, you can upgrade to PageStream 3 for £134.95. See the advert on page 49 of the October 1995 issue of CU Amiga Magazine for full details. You can also find upgrade details in the November and December 1995 issues of CU Amiga Magazine. My own Amiga DTP magazine 'Em' will continue to publish tutorials on this great program as well as many other desktop publishing programs including *ProDraw*.

CU Amiga CD-ROM extras



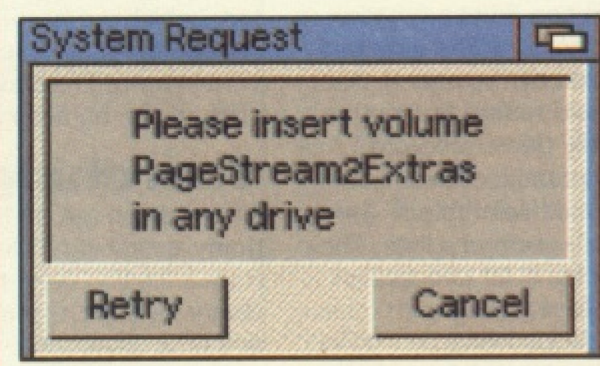
A number of readers have asked how to use the *PageStream* extras disk from the CD-ROM cover-mounted on the November issue of CU Amiga Magazine. The installer is looking for a disk called *PageStream*2Extras. As this is the CD version, that disk does not exist, so you need to make an assign. This tells the installer program to look on the CD for the files it wants instead of looking for a disk called *PageStream*2Extras.

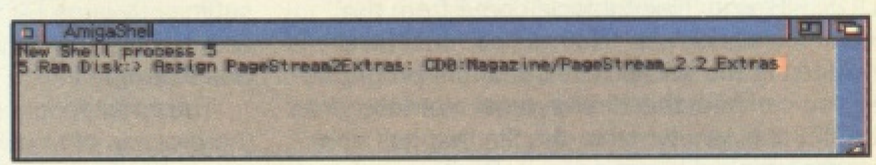
As soon as you get the requester which tells you to 'Insert Volume *PageStream*2Extras in any drive' you need to make the assign. Do not click Cancel on the requester. Simply move it out of the way while you make the assign. To make an assign follow these steps.

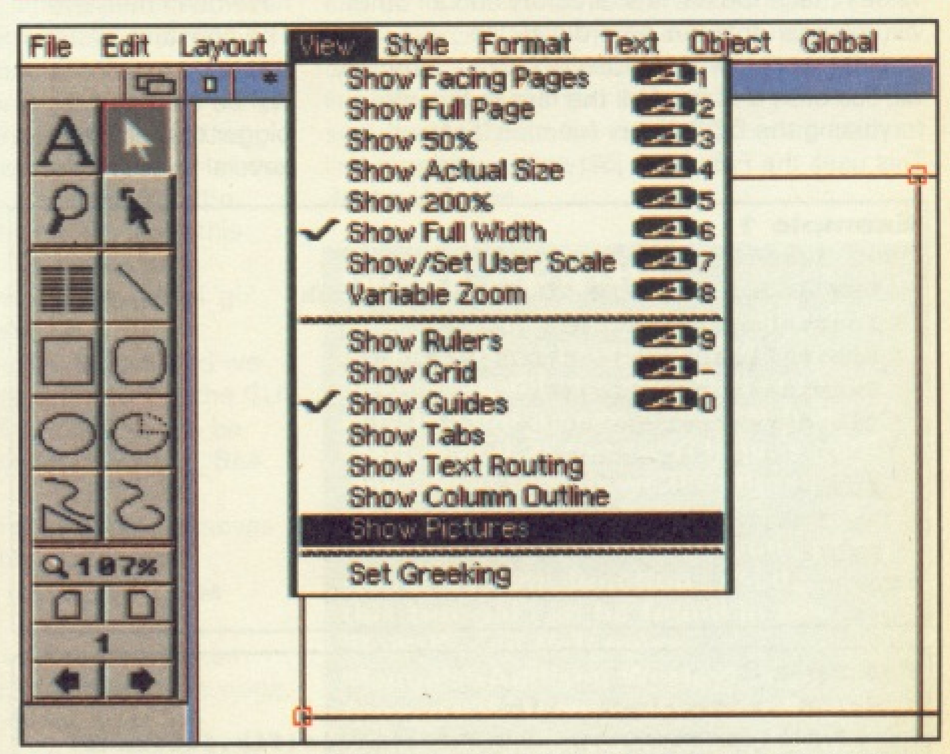
Open a Shell window and type following:

```
Assign PageStream2Extras:
CD0:Magazine/PageStream_2.2_Extras
```

Please note the spaces between the words Assign and *PageStream* and the colon (:) and CD0. Refer to the screen shot at the bottom of this box out if you are unsure. Now go back to the requester and click on the Retry button and the installer will spring into life and copy all the necessary files into their rightful places.







▲ When you find PageStream slowing down because of the pictures you have on your page, try selecting 'Show Pictures' from the view menu to hide all images.

Amiga E Tutorial



Things are getting tricky now. E-strings and exceptions are called into play when we start to build on the GUI that we created last month for our text finding program. Don't worry though, follow our tutorial and all will become clear.

Last month we built a simple GUI for our text finding program. This month we are going to flesh it out a bit and build the core part of the program that will work with the GUI. This will involve using a lot of different system functions, objects and features of *Amiga E* such as E-strings and exceptions. These topics are applicable to any version of the Amiga operating system.

The first thing to do is construct a function to scan all the files in a directory. The directory in question will be supplied by the user in the 'dirstr' gadget. So, we need to first find out whether this string actually does refer to a directory. The DOS library function 'Examine' will tell us this by filling in a 'fileinfoblock' (or FIB), but to use 'Examine' we need a lock. The basic structure (omitting the error checks) is therefore **as in example 1.**

The definitions of 'ACCESS_READ', 'DOS_FIB' and 'fileinfoblock' come from the module 'dos/dos', so this module must be included in the 'MODULE' line of the program. As you can see, the 'direntrytype' element of the FIB tells you whether the file that has been examined is a directory or not. Positive and zero values mean the file is a directory and all other values mean that it is an ordinary file.

Now we know we're dealing with a directory we can start a scan of all the files in this directory using the DOS library function 'ExNext'. This uses the FIB we've just set-up using 'Examine' and the same lock, and it returns 'FALSE' when there are no more files left to examine or an error occurred. The outline of this code **is in example 2.**

However, this is not quite the whole story: the 'fib.filename' is obviously relative to the scanned directory, so in order for any 'scanfile' function to work properly the current directory must be the directory being scanned. To change directory you need a lock on the directory (which we have), and you are required to change directory back to the original directory when you've finished. An outline of the required change can be seen in **example 3.**

Searching for a file

Now we can get on to the meaty part of our program: searching a file for the 'findstr'. To read from a file you need to open it using the DOS library function 'Open'. Then we can read a line at a time using the E function 'ReadStr' with a sufficiently large E-string. Once we've finished with the file it must be closed using 'Close'. **See example 4.**

The small function 'myreadstr' simplifies the process of checking whether anything has been read from the file (a partial line may still have been read even if 'ReadStr' returns -1). The constant 'BUFFERSIZE' must be large as this is the maximum number of characters that will be considered a single line. If a real line is bigger than this then it will be read as if it were several smaller lines, so nothing is actually lost.

Once a line has been read it is very simple to search it. All we need to use is the E function 'InStr'. If this returns -1 then the search failed so a suitable 'find' function is:

```
PROC find(s) IS InStr(s, findstr)<>-1
```

Assuming the definition of a reporting function, the body of the above 'WHILE' loop would therefore be as in **example 5**

Reporting findings

When we find a match we want to add it to the scrolling list. To do this we need to finish the 'LISTV' gadget of the GUI. What we need is a standard. Exec list to hold the list of values. The Exec list object 'lh' is defined in the module 'exec/lists' and it is basically a doubly-linked list of nodes ('ln' objects, defined in 'exec/nodes').

```
DEF reslist:PTR TO lh
```

This declares 'reslist' to be a pointer to an Exec

Example 3

```
PROC scandir(s)
  DEF lock, oldlock, ...
  lock:=Lock(s, ACCESS_READ)
  -> Change directory to the lock
  oldlock:=CurrentDir(lock)
  -> Examine and scan directory...
  ...
  CurrentDir(oldlock)
  -> Rest of clean up...
  ...
ENDPROC
```

Example 1

```
PROC scandir(s)
  DEF lock, fib:PTR TO fileinfoblock
  lock:=Lock(s, ACCESS_READ)
  fib:=AllocDosObject(DOS_FIB, NIL)
  Examine(lock, fib)IF
  fib.direntrytype>=0
  -> It's a directory.
  ELSE
  -> It's actually an ordinary file!
  ENDIF
ENDPROC
```

Example 2

```
  WHILE ExNext(lock, fib)
   IF fib.direntrytype<0 THEN scanfile(fib.filename)
  ENDWHILE
```

Example 4

```
PROC scanfile(file)
  DEF fh=NIL, buffer[BUFFERSIZE]:STRING
  fh:=Open(file, OLDFILE)
  WHILE myreadstr(fh, buffer)
    -> Try to find findstr in buffer...
    ...
  ENDWHILE
  Close(fh)
ENDPROC

PROC myreadstr(fh, s)
  IF ReadStr(fh, s)<>-1
    RETURN TRUE
  ELSE
    RETURN s[]
  ENDIF
ENDPROC
```

xample 5

```
IF find(buffer) THEN report(file, buffer)
```

xample 6

```
[LISTV,{l_ignore},'',25,10,reslist,FALSE,0,0],
```

xample 7

```
resgad:=[LISTV,{l_ignore},'',25,10,reslist,FALSE,0,0],
```

xample 8

```
ROC report(f, s)
  setlistvlabels(gh, resgad, -1)
  addNode(reslist, f, s)
  setlistvlabels(gh, resgad, reslist)
NDPROC
```

Example 9

```
PROC addNode(list, f, s)
  DEF node:PTR TO ln
  NEW node
  node.name:=String(StrLen(f)+EstrLen(s)+4)
  StringF(node.name, '\s -> \s', f, s)
  AddTail(list, node)
ENDPROC
```

Example 10

```
PROC freeNodes(list:PTR TO lh)
  DEF worknode:PTR TO ln, nextnode
  worknode:=list.head  -> First node.
  WHILE nextnode:=worknode.succ
    -> Free the E-string name.
    IF worknode.name THEN DisposeLink(worknode.name)
    -> Now we can free the node.
    END worknode
    worknode:=nextnode
  ENDWHILE
  -> Reset the list to be empty.
  newList(list)
ENDPROC
```

Example 11

```
PROC b_go(info)
  go()
ENDPROC

PROC go()
  -> Empty the list and redisplay it.
  setlistvlabels(gh, resgad, -1)
  freeNodes(reslist)
  setlistvlabels(gh, resgad, reslist)
  scandir(dirstr)
ENDPROC
```

Example 12

```
PROC main() HANDLE
  newList(NEW reslist)
  myeasygui(...)
EXCEPT DO
  IF reslist
    freeNodes(reslist)
    END reslist
  ENDIF
ENDPROC
```

list, and we can initialise this pointer using the 'NEW' operator. However, before we can use the list we must initialise it using the AmigaLib function 'newList'. The following statement will do this all in one go:

`newList(NEW reslist)` This list can now be used with the 'LISTV' gadget, so this line can be changed in the GUI. (The 'l_ignore' action function is the same as the 's_ignore' function mentioned last month, and it serves the same purpose.) **See example 6.**

To change what this gadget displays we must use the EasyGUI function 'setlistvlabels', first with a -1 value to remove the current list cleanly and then with a new or updated Exec list. However, to use this function we must use a DIY version of the 'easygui' function, as described in the EasyGUI documentation. We'll call this 'myeasygui' and the only difference from 'easygui' is that we'll make it use a global 'gh'.

`DEF gh:PTR TO guihandle`

Now we must identify the list gadget, and we can do this with a simple assignment in the GUI description, so the above 'LISTV' line can be changed to use a global variable 'resgad'. **See example 7.**

The reporting function then simply removes the current Exec list cleanly, adds a new node to the list and then reattaches it. **See example 8.**

Adding a node to the list uses the system function 'AddTail' after constructing a new node. The 'name' element of the new node is a dynamically allocated E-string (i.e., the E function 'String' is used). This string will contain the name of the file and the line of text where the match was found. To do this we can use the 'StringF' function with the format string '\s -> \s', where '->' is just a nice way of separating the file name and text line. The following version of 'addNode' omits the error cases. **See example 9.** Notice that, because we know that the line of text is an E-string, we can use the faster 'EstrLen' function instead of 'StrLen' for calculating its length.

The last thing to do with the Exec list is empty it. This must be done before each new search (to show the new matches) and at the end of the program (to free the memory used by the list). The method used to 'walk' the Exec list (i.e., follow the links from the start to the end) is a common idiom, and is peculiar to the way Exec lists work. **See example 10.**

The GO! button

The action function for the 'GO!' button simply calls the 'go' function to do all the work. This function empties the result list and redisplays it, and then scans the selected directory. **See example 11.** Again, the error cases have been omitted. In general, it is a lot clearer to use exceptions to do your error processing and as an example here's the outline of the new 'main' procedure. **See example 12.**

The procedure is flagged as having an exception handler by the 'HANDLE' after the parameters, and the start of the handler is marked by 'EXCEPT'. When an exception is raised in the main body of the function, program control passes immediately to the exception handler (the 'DO' bit means that the handler is also called when the procedure terminates). The handler should then clean up by deallocating anything that it allocated.

In **example 12**, the Exec list is emptied (using 'freeNodes') and then freed (using 'END'). This only happens if 'reslist' is not zero (or 'NIL'), i.e., if the list had been successfully allocated. For this reason it is wise to initialise 'reslist' to 'NIL' in its declaration.

`DEF reslist=NIL:PTR TO lh`

This is the general style of the functions and declarations in the complete example (which can be found on this month's coverdisk). A small exercise for the keen reader is to work out how to add some code to also report the line number of the text when a find occurs. The screenshot shows the finished program (with line numbers) in use. ■

Jason Hulance

Next month

There are quite a few inadequacies in the current program. Two obvious problems are: 1) there is no way to stop a search once it has started and 2) the searching is very slow. Next month we'll address these issues.

More complete descriptions of the Amiga system functions used in this tutorial can be found in the 'Rom Kernel Reference Manuals'(Addison-Wesley) and 'The AmigaDOS Manual' (Bantam Books), which are essential reading for all Amiga programmers.

Graphics Masterclass Deluxe Paint V



In the final part before an exciting new change of direction, Graphics Masterclass passes on a few more tips for DPaint fans.

Continuing on from last month's tutorial we'll be looking at more ways that you can reproduce some of those fancy effects that magazines use with *DPaint*.

All curled up

You may have seen an effect in magazines where a corner of a photograph curls up. Some high-end image manipulation software does this automatically, but we can simulate it cleverly on the Amiga using *DPaint*.

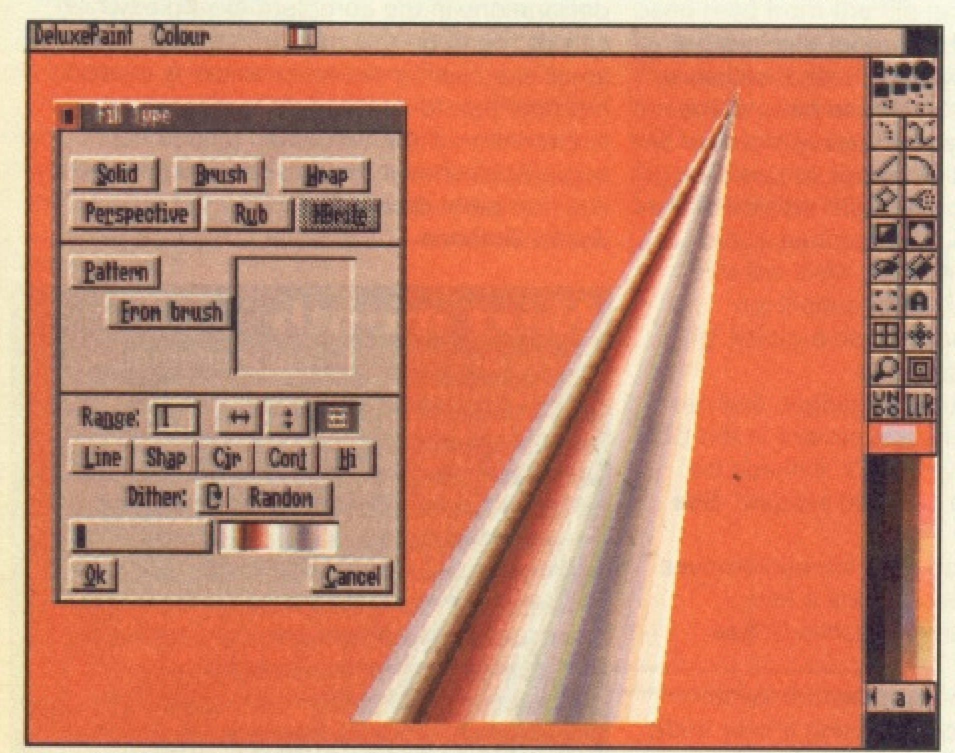
The first thing to do is create the curl. This is just a triangular shape with a circular bite at the base, filled with a graduated sequence of colours to suggest highlights. Draw a triangle that's as tall as your main image and about 2cms wide.

Call up the Ranges requester in *DPaint* and create a range of colours that veers from light to dark a number of times in the range. Now from the Fill requester, select the range and click on the contour fill gadget (the icon to the right of the horizontal and vertical fill icons). Either draw and fill the triangular shape or use the filled polygon tool to create it in one go. Using the filled circle tool with the background colour selected, cut out a circle from the base to simulate the curve.

To combine this curl with your image, cut it out as a brush and save it to disk for now. Load your picture, select Transparency from the Effects menu and set it to 70%. Load your curly brush and paste it down onto the end of your picture. Finally erase that portion of the image to the right of your new brush to make it appear that the curl is part of the picture.



▲ **The triangular brush has been pasted down, with a circular shape removed at the base. Transparency has been set at 70% and the portion of the image to the right of the curl has been erased to emphasise the effect.**



▲ **Once you have set up a Range of alternating light and dark colours, use the Contour option in the Fill requester (shown highlighted) to add gradient to the triangular curl. The colours used aren't too critical, as they will be later painted down with a high transparency.**

Golden moments

This next effect may not look like much on paper, but that's because it's a very subtle animation technique. To see how it works you really need to try it for yourself. Trust me, it's good!

The idea is that we add an animated shimmer effect to the golden block. The source image was created in a ray-tracing program – use *Imagine* from CU Amiga Magazine's January 96's cover disks. Tweak your colours and textures carefully to get a good gold-like surface. If you end up with something that's not quite the right colour, you can always retouch it with an image processor.

In order to create the desired effect, we first need to make a 20 frame animbrush of an un-filled circle gradually increasing in size. This will be used with the Smear mode to create the shimmers. The circle isn't going to form part of the picture. Instead it's going to be used as a tool to affect the main image, so it can be made quite roughly and quickly; here's how.

Create a 20-frame animation based on a black screen. On frame one draw, in the centre, an unfilled circle in a light colour, around 3cm wide using the medium-sized round brush. Cut out this circle as a brush and clear the screen.

Call up the animation Move requester (capital M on the keyboard) and leave all the settings at zero except the Z plane. This controls the apparent magnification factor throughout the sequence; type in minus 300 (-300) in the Z distance box, and to make sure everything's OK, click on Preview to make sure your circle brush will enlarge over the duration of the animation.

When all's well, click on OK, and watch as *DPaint* draws ever-increasing circles on subsequent frames. The current animation now has a small circle on frame one, growing ever bigger until by frame 20 it should be almost as deep as the screen. Don't be alarmed at how ragged the circle has become, this won't matter.

With the first frame on screen, cut out the 20-frame sequence as an Animbrush. To create an Animbrush, from the Anim/Animbrush pull-down menu select Pick Up. You will now be able to draw out a rectangle on screen which will encompass images over the 20-frame growing circle animation. Remember, while your first circle is small, the last one is much larger, so right from frame one you have to draw out a big enough rectangle to encompass every size in the sequence.

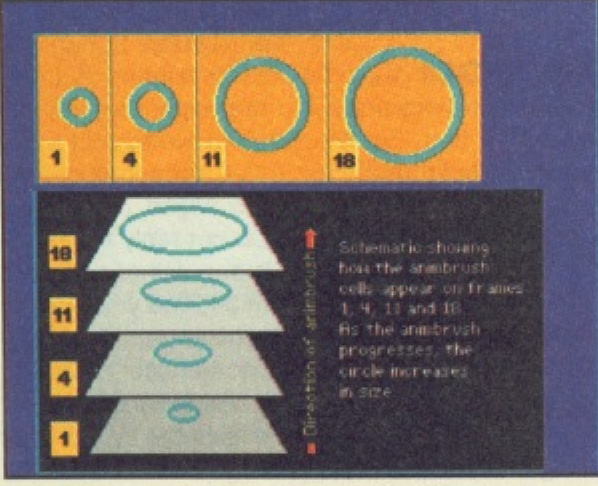




▲ The printed image can't really do justice to the subtlety of this shimmer effect, but you may see the differences in these two frames from an animation which simulates a glowing heat-haze rising from our freshly-cast gold logo. The text was created in a 3D rendering package and you can use any source you like.

Once *DPaint* has added 20 cells to the Animbrush (based on the 20 frames of animation), save the Animbrush as it will come in useful for the next tutorial, as well as for your future use.

The next stage is to load in your main image – in this case, the molten gold CU logo. If you load it in to frame one of the sequence, you can quickly use the Anim/Copy command to duplicate it over the 20-frames already created. If you're starting from scratch, load in the image and create a 20 frame animation based on the picture.



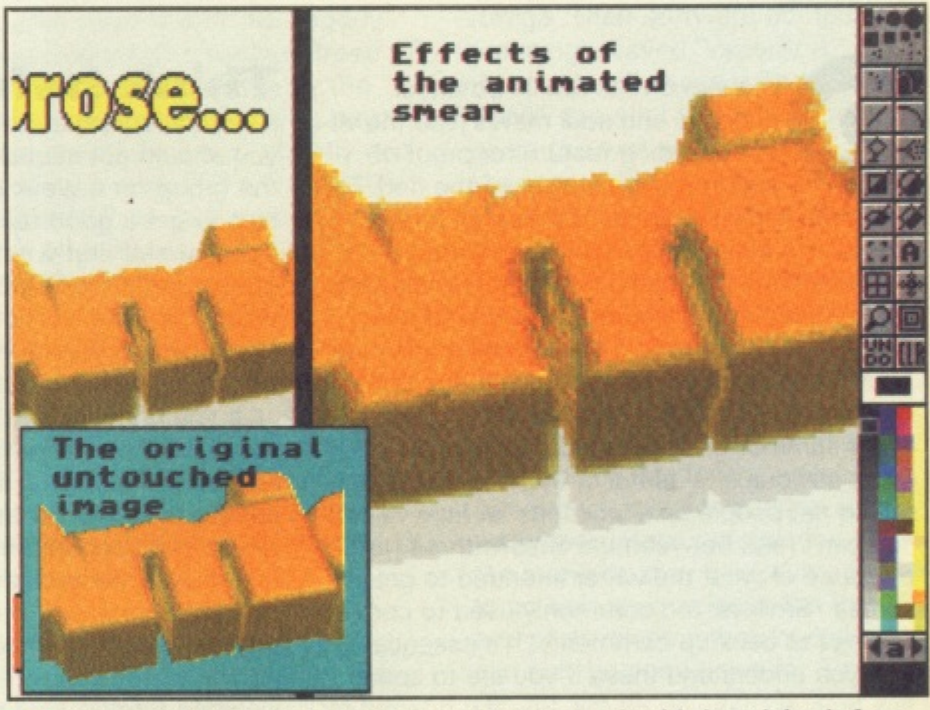
▲ Here's a schematic to explain the construction of the circular Animbrush used for both animation effects this month. Frame by frame the circle enlarges and forms the basis of an Animbrush. When used for painting an Animbrush will cycle through its cells.

Now load in your expanding circle Animbrush (Anim/Animbrush /Load menu selection), and from the Mode menu, select Smear. We're now ready to Animpaint! This is a method of drawing which uses the contents of the Animbrush over the animation sequence. What we're going to do is move our Animbrush slightly over the 20 frame animation. As it moves frame by frame, it will Smear what's underneath.

It's all taken care of quickly and efficiently by *DPaint*; select the straight line drawing tool, and place your Animbrush to the left of the screen. Press and hold down the Alt key, and draw out your Animbrush at an angle to the right – any reasonable distance would be from 8 to 12 cms. Now *DPaint*, using the expanding circles as its basis, smears small areas of the image progressively.

Repeat this procedure several times from different starting positions and with different lengths until you're happy with the shimmer. We've used circles as the framework for the smearing and this adds an apparent random factor to the effect, which is very effective in an animation. I added the supporting text after the Animpainting so it wouldn't be affected by the background shimmer. ■

Peter Lee



▲ Here's a magnified view of part of the image, showing the original portion of the letters before the Smear effect was Animpainted on them. Smear displaces the pixels just enough to give the effect realism.

Ahh ... This would bring a tear to a glass eye





▲ Here's the start and end image of an animation I've created. The main image of the girl has been flipped vertically and a tear added to her face (for extra sympathy ...)The reflection was cut out as a brush and Sheared, then Smeared to simulate a reflection on a liquid surface. Ripples were added to the reflection, and the Animation is complete with the addition of rain falling across the screen, hitting the reflection.



Wired World



As good table manners get you far in life, proper etiquette on the 'net will save you from a roasting. Here's our guidelines to keeping the flames at bay.

Out there on the net lie potential enemies and soul mates (see the virtual wedding feature for proof of high romance stakes on the net). To avoid the latter becoming the former, a few lessons in 'netiquette' should be learned.

Sometimes sarcasm, irony and friendly jibes can't be communicated effectively with text alone. This can lead to a great deal of misunderstanding. So, out of necessity, the net community has evolved some systems which help to avoid some of these misunderstandings. The most obvious and useful of these is that experienced net people take 'postings' at face value. You can't read between the lines without further evidence of what the writer intended to get across. 'Smileys' are commonly used to convey feelings to back up comments. It's essential that you understand these if you are to spend any time exchanging E-Mail. See the box out far right for more information about smileys.

Think before you ...

Before you post a message to a newsgroup, you should get acquainted with it first. Read the group for a week before you post anything to it to get a good feel as to what it's about. Ask yourself first whether the thousands of people in the newsgroup would want to read what you write – if not then don't write it. Many newsgroups are ruined by pointless postings known as 'noise'.

If you respond to a post, your mail/news package will load your text editor with a bulk of text from the original message. The plan is to cut out everything from the original that's not relevant to your response and then write your text directly beneath theirs. Misspellings, incorrect text formatting, multiple exclamation marks and other badly formed messages will lead people to see you as a novice or an idiot. It's also bad form to type messages in capitals, as this is regarded as shouting.

Roasted to a crisp

You can get away with virtually anything in private E-Mail. Misunderstandings can be clarified later and the recipient won't expect a masterwork of prose just for a simple private communication. However, when posting a message into a Usenet newsgroup you are broadcasting a message to hundreds and often thousands of other readers. If someone can misinterpret your message, they will. If you've written something offensive expect torrents of abuse ('flames').

If some-one does take offence to any of your messages, only reply to correct them factually. Do not reply with a flame in a public newsgroup. Other people don't want to read it so might find yourself roasted to a crisp. If you have something personal to carry on with another user of that group, E-Mail them direct.

E-Mail and newsgroups are great, they enable the World to chat and exchange knowledge on any chosen topic. You can be a part of this too and by following these pointers you can make sure that the experience is a rewarding and positive one. ■

Mat Bettinson

Net abbreviations

Abbreviations are very common in E-Mail, Usenet and the IRC. For anyone who spends a substantial amount of time either reading or writing E-Mail these are a great time saver. Here are some of the most common:

Abbreviation	Meaning
IMHO (IYHO)	In my humble opinion (In your humble opinion)
AFAIK (NAFIAK)	As far as I know (Not as far as I know)
AFAICR	As far as I can remember
ATM	At the moment
FYI	For your information
BTW	By the way
FAQ	Frequently asked question(s)
ROTFL	Rolling on the floor laughing (rolls on the floor...)
RTFM	Read the flipping* manual
WTF	Who/What the flip?*
ICBW	I could be wrong
L8,M8	Late, mate. You might see CUL8R for See you later.
re	IRC speak: Hello again

*** In these cases, another four letter 'f' word is often substituted.**

Net smileys

Because no expressions of emotion are possible via the text-based electronic media, various moods can be attached to the text by use of 'smileys'. They may not actually be smileys at all (if the expression is not a happy one) but that's the term still used to describe them. To view most of them, turn your head sideways and you can see a face. Here's the basic smiley **:-)** ,which means the author is being funny or happy. Eg: "Get lost will you. **:-)**". On the other hand **:-(** means the author is sad about what has just been written. Eg: "My hard drive just crashed. **:-(**"

There are many mutant forms. In fact most people make up their own. Here are some of the more common variants:

;) Winking smiley. Open to interpretation. Sometimes people use only this type.
:-/ Annoyed (usually). Fairly negative.
:-P Sticking tongue out.
:-| Straight faced. Fairly negative though often misconstrued.
3:-) My own favourite 'devilish' smiley. Mischievous connotations.



Surf's up!

IBrowse finally arrives albeit in demo mode while Voyager is being held back for the moment, Team 17 are are inundated with on-line callers and a bunch of Amiga enthusiasts bring a new ANGLE to games on the 'net.

Net God speaks

So IBrowse is finally here, in demo form anyway. This new WWW browser is being heralded as what AMosaic should have been, so I was rather eager to have a look. My initial fears that it might be a pirate beta version were quickly laid to rest by the supplied readme file. I was intrigued, but while attempting to test it my Amiga guru'd just minutes after starting it up. Not a good sign! My fave debugging tool, Enforcer, left me in no doubt as to what caused it. Remember those problems with AMosaic? Well, IBrowse has all the same teething difficulties. Anyway, it's billed as being an early 'Alpha' version, so if you try it out yourself don't bother telling the authors about the bugs just yet. But why release it in this state? And why have I mentioned it?

Well certain aspects of IBrowse support the new MUI 3.0 and look very promising. It's just a pity that in the interests of advance publicity the authors have to release such a bugged version. Anyway, I'm sticking to ALynx until something better comes along.

News

A.N.G.L.E. bring networking games on line

In response to the November NetGod column, an organisation calling itself A.N.G.L.E., dropped us a line to tell us about their mission to create games playable over the Internet.

Standing for Amiga Net Games for Light Entertainment, they're a non-commercial team comprised of several Amiga devotees. Acting as a contact point for programmers, gfx artists, musicians and designers to join their team, they also hope to work with others to create TCP/IP based software some of which may not be games related.

A.N.G.L.E can be reached at http://www.iper. net/angle and E-Mail: ANGLE-admin@karunko. nervous.com.

CU Amiga is 100% behind this valiant attempt to bring more network games to the Amiga.

Team 17 have Worms

Team 17's WWW site at http://www.team17.com has been snowed under by accesses. The cause of all this activity? Mainly the downloading of demo versions of their smash hit and CU Amiga favourite *Worms*. All this access meant their 64Kb line to Pipex wasn't enough so they've had to upgrade to 128Kb.

Continually expanding, the T17 web site has recently grown an area for *Worms* custom screens made by all the 'net connected Wormers out there.

You can send in your own custom *Worm* screens by FTP uploading to ftp.team17.com/ incoming. Just 'put' the unarchived screens complete with 'WRM' extension and the best will be picked to be included on their web site making you instantly famous.

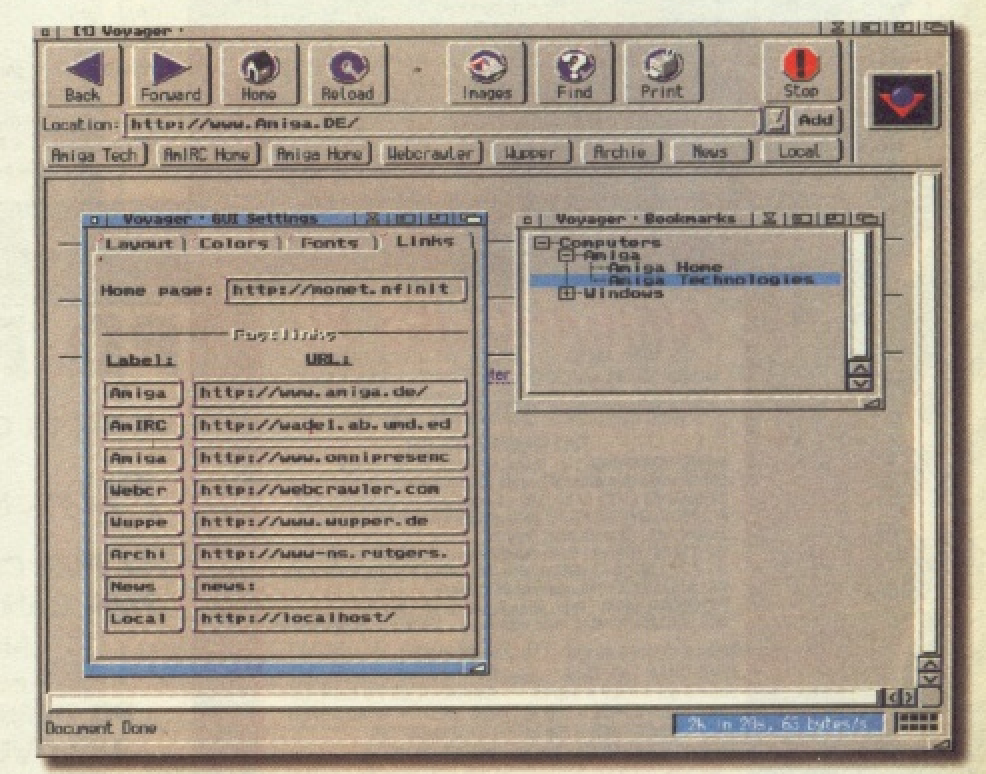
Other big news for the T17 home page is that the eagerly awaited patch for *Alien Breed 3D* will be made available by the time you read this. Fixing bugs, improving the game slightly and adding a special 1 x 1 pixel *Alien Breed 3D* 'special edition' demo, it's an essential download for *AB3D* owners.

Lastly, keep the E-Mails rolling in to T17 at dudes@team17.com to encourage them to bring 'net *Worms* to the Amiga. Then again, maybe it's not a good idea. Gentle readers won't stand a chance against the collective Worming might of the staff of CU Amiga Magazine.

Voyager Vaporware

The author of the amazing IRC client AmIRC, Oliver 'Olli' Wagner has teamed up with MUI Empire author Karl 'Phallanx' Bellve to bring a new web browser to the Amiga. Their software company, amusingly called 'VaporSoft,' is steaming full ahead with the WWW browser which has been given the working title of *Voyager*. If the AmIRC is anything to go by, we can expect great things from *Voyager*.

A wise move, Vaporsoft have promised not to release a demo of *IBrowse* until it's in a fit and stable state. *IBrowse* and *Voyager* are the two premier WWW browsers under development and both seem likely candidates for the new Amiga Technologies Internet software pack under construction. At the moment, they have some way to go before completion but this sort of development competition can only be good news for Amiga net heads. ■



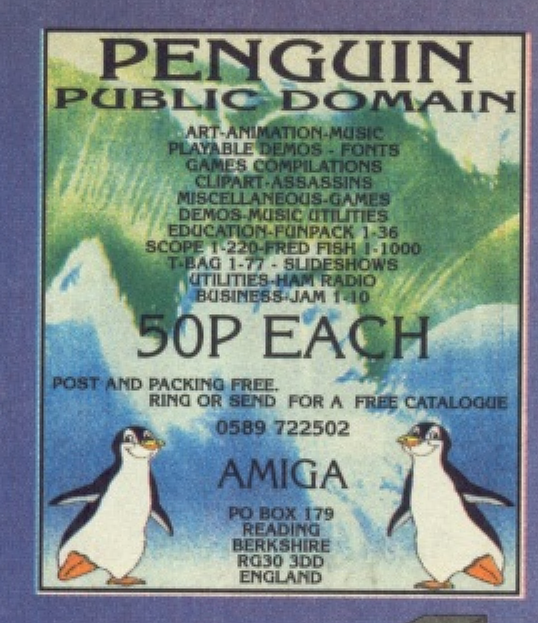
▲ Voyager: a forthcoming WWW browser which looks like a promising candidate for the new AT software pack.

FORTRESS AMIGA PD LIBRARY

OVER 62,000 DISKS AVAILABLE
ALL AT 95p INCLUDING P&P
Send 3*25p stamps For List Disk

Available are FULL SETS of:-
Fred Fish. LSD Legal Tools
Scope Disks Assassins Games
Assassins Utils T/Bag Disks
PLUS
Graphics. Music. Slide Shows.
Games. Clip Art. Fonts, Etc...
Far Too Many To List Them All

Contact:- FORTRESS P.D.
26, SPENCER STREET, KEIGHLEY.
WEST YORKSHIRE. BD21 2BU
Phone:- (01535) 609263











Tel: 01302 830 720

fast - friendly - efficient

We are here for you, and what we haven't got we will soon get for you!

With disks from as little as 50p why pay more?

Just send 2 first class stamps for our catalogue disk

STORK PD
15 Rands Lane,
Armthorpe, Doncaster,
South Yorkshire DN3 3DZ

ARNOLD COMPUTER SUPPLIES

Blank Disks £15.00 per 50 inc. labels
DSHD Disks £22.50 per 50
(Pre-formatted)

PD LIBRARY NOW OPEN!

Please send £1 or 4 1st class stamps for catalogue.

Free local delivery and installation
(10 mile radius)
Many more items stocked.
Please phone or fax for latest prices.

Barry Voce 0115 926 4973
11 Campion Street
Arnold, Nottingham, NG5 8GR

LAZYCAT COMPUTING



29 Woodville, Barnstaple,
North Devon EX31 2HH

Through our commitment to ethical trading and good customer relations, Lazycat has built up a reputation as a name you can trust.
Plus all the time and effort that has gone into creating our library is making Lazycat one of the exceptional few (Quality) libraries in Britain today.
We have a vast collection of Amiga PD and Shareware.
Please send 2 x 1st class stamps for our latest updated catalogue disk.

DELTRAX PD(CU)

FREE! FREE! FREE! FREE! FREE!
WRITE, PHONE OR FAX FOR OUR LATEST PUBLIC DOMAIN/SHAREWARE PRINTED CATALOGUE FOR THE AMIGA OR IBM PC
FULL OF TITLES & DESCRIPTIONS.
CHECK OUT OUR COMPETITIVELY PRICED HARDWARE, SOFTWARE & CD ROM PRINTED CATALOGUE FOR AMIGA OR IBM PC - PLEASE STATE WHICH

PHONE/FAX 01492 515981
36 BODELWYDDAN AVE,
OLD COLWYN, COLWYN BAY,
CLWYD LL29 9NP

AMIGAHOLICS PD

THE 100% AMIGA PD LIBRARY, WE STOCK; DEMOS, MUSIC, ANIMS, MUSIC UTILITIES, SLIDESHOWS, GAMES, LSD LEGAL TOOLS, UTILITIES, ASSASSINS GAME DISKS, FRED FISH, FONTS, CLIP-ART AND MUCH MORE.

THIS MONTH'S TOP TEN

MAGIC WORKBENCH 1.3 - Magic W/Bench for any Amiga
CARDZ - Use AGA Klondyke cards on ECS Amigas
SKIDMARKS 2 AGA CARS (2D) - 4 Extra cars for Skidmarks AGA
ARTCORE - Brilliant 3D Art Gallery/Slideshow Demo
JASON ART - Superb hand draw art
'SETTLERS' EDITOR - Have super fishermen, find all the gold etc.
'F1 G.P.' EDITOR - Latest version, '95 teams & frame accelerator
DR. STRANGE 2 - The return of Dr. Strange
PSYCHEUAL (AGA) - Brill, Alien Breed rip off - buy it!
EGG SCRAMBLE - Mad, mad mad game - platformer in hyperdrive!

SINGLE DISK £1.50 EA
MORE THAN 1 £1.00 EA
Order 5 get 1 FREE = 85p ea
Order 10 get 3 FREE = 77p ea
Order 15 get 5 FREE = 75p ea
Order 20 get 10 FREE = 67p ea

FREE P & P
Send cheques, PO's to
AMIGAHOLICS PD DEPT. CU
236 CHESTER ROAD NORTH
KIDDERMINSTER
WORCS DY10 1TE

WE NOW DISTRIBUTE 'INFINITE FRONTIER' PRODUCTS & 'THE FINAL FRONTIER' *9 MAG @ £5.00 WITH FREE P&P & ALSO THE 'HOLODECK' & 'ILLUSIONS' S/S @ £3 EACH
SEND 2 X 1ST CLASS STAMPS OR SAE FOR CAT DISK.
CAT DISK INCLUDES GAMES AND MUSIC

PD POWER

WE STOCK OVER 10,000 DISKS

PD FROM ONLY 25p

For FREE CATALOGUE DISK + FREE GAME + FREE COPIER AND MORE
Please SAE to:
PD POWER (DEPT CU)
15 LOVETOT AVENUE
ASTON
SHEFFIELD S31 OBQ

NEW SHOP OPEN IN SHEFFIELD

Activity Software at Trilogy House
65 Chesterfield Road, Sheffield S8 ORY

Amiga Software and Accessories
AMIGA POWER SUPPLY £27.50
Direct from manufacturer to British Standards Suitable for A500,A600,A1200
PUBLIC DOMAIN From 50p per disc
Over 3,000 titles in stock!!!!
Catalogue 50p in stamps
Telephone 0114 2 585858

BUS STOP PD

UTILITIES
MAGIC DOPUS
SPONDULIX
MONITORS DISK
800 LETTERS
BELLES PAINT
STAKKER
FILEMASTER 3
MIDIPLAY
500+ EMULATOR
REMDATE
TEXTMASTER
AUTOSTEREO
FINAL WRAPPER 3
BLACKBOARD
LIONKING CLIPS (3)
1200 HD PREP
AMOS AOURCE (4)
DCA COPY
MODEM UTILS
LC GRAPH
71 UTILS
MESSY SID 2
LOCKPICK 2
OCTAMED 2
MINIMORPH
VIDEOTRACKER
DISK MANAGER 4
UK CODES
DISK MAG CREATE
SUPERSLIDE
D COPY 3.1
SPECTRUM V1,7
SPECTRUM GAMES (8)
SUPERVIEWER 2.4
SID V2
S/TRACKER MODS (10)
BITMAP FONTS (5)
DMS PRO V2.2
CG FONTS (4)
QUALITY CLIPS (5)
OCTAMED MODS (5)
KIRKS SAMPLES (3)
HOUSE SAMPLES (3)
ADOBE FONTS (H)

GAMES
PUNTER
COURSE FISHING (2)
WRESTLING (2)
CHECKER CHALLENGE
CROAK 2
FRIDAY NIGHT POOL
INNER DEMONS (4)
BLACK DAWN 2
TOP HAT WILLY
CATAPULTS
QUIZ CHALLENGE
BAT DOG
BRIDGE
MAJONG
SHOOT OUT
PROJECT BUZZBAR
DAY AT THE RACES
CHEESE
BUS STOP BLOX
BLACK DAWN
COBBLERS
DECENDER
PENGO 2
SUPERMEGAFRUITS
DARTS
100 GAMES (7)
ROAD TO HELL
MYSTERY 2144AD
DELUXE MONOPOLY
STARSTRIKE
ANT WARS (2)
CASHFRUIT
ARTILLERUS
SQUIGS
SLAMBALL
BILLY BURGLAR
ALL ROUNDER
BINGO CALLER
STRIKE
DEFENDER
BOP N PLOP
BUNNY BLASTER
WARRIOR
EXTREME VIOLENCE

SLIDES
MANGAJIN (3)
MUSCLEMANIA
AKIRA & X MEN
REVELATIONS
IRON MAIDEN (4)
SUPERBIKES (2)
LAUREL AND HARDY
CALVIN HOBBES
WATERSHIP DOWN
CATS
k d lang
WILDLIFE
BELINDA CARLISLE
CHER
SHARON STONE
CARTOON
CAT WOMAN
KIM WILDE
THE PRISONER
WWF & TENNIS
FAST CARS
ROCK ALBUM

GLAMOUR
PLEASE STATE OVER 18
TINA SMALL
MADONNA , SEX
KATHY LLOYD
MARIA WHITTAKER (3)
STRIP SLOTTER
UTOPIA (4)
CLASSIC GIRLS (4)
BEYOND FORCE (2)
SEXY DREAMS
SLAYER STARS (3)
MAYFAIR (3)
ERIKA ELENIAK (5)
CELEBRITY SPECIALS (5)
BO DEREK
GIRLS ON FILM
SHOWERING GIRLS
BUST UP
CALENDER GIRLS
MADONNA EARLY

MUSIC
DESTROY FASCISM
BLACK TRIANGLE (2)
SCOTT JOPLIN
k d land DANCEMIX
STILETTO (2 MEG)
WOO
OLD BULLS
NAMALM DEATH
JARRE LIVE
MAD PREACHER
CYBERPUNK (2)
LED ZEP
LAWNMOWER DETH
YAMMA YAMMA
LSD STORY (3)
9 FINGERS (2)
TOTALLY TECHNO
SWEET CHILD
DEBUSSY
SADNESS PT1
242
JUNGLE COMMAND
ALTERN 8
RAGGA SYKO

ACCESSORIES
P&P INCLUDED

100 Cap Box	£7.40
100 4 Colour Labels	£2.50
Disk Drive Cleaner	£3.29
8mm Mouse Mat	£3.29
500+/600 & 1200 Dustcovers	£2.99

QUALITY BLANK DISKS

10 Cap Box	£1.49
1 - 50	50p each
51 - 100	45p each
101 - 200	40p each
201 - 500	35p each
500 - 1000	29p each
1000+	24p each

5TH DIMENSION LICENCEWARE
PRICE PER TITLE £2.95
JUMP EM
ANTZ
BLOX
DISK SYSTEM
CATALOGUER 3
LOTTERY SYSTEM
SCM4 MAPPER

CULT TV/BIZARRE
JAMES BOND (3)
RED DWARF QUIZ
DR WHO (2)
DR WHO QUIZ
X FILES GUIDE
STAR TREK GUIDE (6)
STAR TREK PARODIES
DARK PORTAL (2)
PROJECT UFO (6)
ALIENS MULTIMEDIA (9)
THERAPIST
MINGSHU
FISH TANK SIM
BIRTHRIGHT
HUMAN AURA (2) (WB2+)
PARANORMAL (2)(WB2+)
STRANGE (2) (WB2+)

GAMBLING
POOLS TOOLS
RACE RATER
DIVIDEND WINNER
PRO GAMBLE
BOOKIE BEATER
PROTEUS
PRO LOTTERY
COP THE LOT

CATALOGUE - 50P LISTING OUR VAST LIBRARY. CLR LICENCEWARE ETC

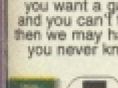
We also have lots of good quality second hand games at very reasonable prices. At present we have lots of RPG, Adventure, War Simulations, Sport, Platformers and Shoot-em-ups, so if you want a game and you can't find it then we may have it, you never know.

All titles work on all Amigas, all titles are single disks unless otherwise stated in brackets

Tel: (01455) 554982
EMAIL: lisa@busstop.demon.co.uk
Between 9am & 9pm
Disks normally dispatched in 24 hours
P&P 50p PER ORDER, NOT PER DISK
EUROPE 15p PER DISK
R.O.T.W. 30p PER DISK
EUROPE MINIMUM £1.00
R.O.T.W MINIMUM £1.80

ALL DISKS 90p EACH
PLEASE MAKE CHEQUES & POs PAYABLE TO BUS STOP P.D. AND SEND IT WITH YOUR ORDER OR PHONE YOUR ORDER IN TO LISA OR CHERYL ON OUR CREDIT CARD HOTLINE] OPPOSITE

BUS STOP P.D. (CU)
2 WYCLIFFE TERRACE, GILMORTON ROAD, LUTTERWORTH, LEICESTERSHIRE LE17 4DX






AMIGA REPAIRS

FIXED PRICE ONLY £42.99 Incl. (A500/+,A600 ONLY)

- Price includes PART, LABOUR, DELIVERY & VAT
- 90 Day warranty on all repairs
- 24 Hour turn-around on most repairs
- All upgrades purchased from us fitted free with repair
- Includes FULL DIAGNOSTICS, SERVICE & SOAK test
- If drive or keyboard need replacing add £10.00

Est. 14 Years

AMIGA A1200 Repairs only £52.99 Fully inclusive

SPECIAL OFFERS

NEW A1200 Computer **£299.00**
Limited Stock - phone for details
A500 Motherboard v7 **£59.00**
Fully populated (KS205)
A500 Internal Drive **£29.95**

CHIPS	
8371 Agnus (A500)	12.60
8372A 1Meg Agnus	24.30
8375 2Meg Agnus	24.30
8374 Alice (A1200)	32.70
8362 Denise (A500)	9.60
8373 Super Denise	18.40
5719 Gary	7.60
8520 CIA (A500/+)	15.00
8520 CIA (A600/1200)	15.00
8364 Paula (A500/+)	12.34
8364 Paula (PLCC)	16.70

CHIPS	
68000 CPU	8.50
Video DAC (A1200)	19.50
Kickstart 1.2	4.20
Kickstart 1.3	16.80
Kickstart 2.04	22.40
Kickstart 2.05	29.90
Kickstart 3.1 (A500)	58.00
Rom Sharer	15.00
NEW Modulators	29.50

All Spares are factory NEW and genuine commodore parts. All come with 12 months warranty(Except Chips)

CHIPS	
A500 Keyboard	£38.00
A600 Keyboard	£29.00
A1200 Keyboard	£34.00
A500/600/1200 PSU	£28.50
A2000/A3000 PSU	£65.00
VGA Adaptor	£6.50
Super Buster v11	£15.00
2.5 HD	P.O.A.

We can supply any Amiga 500/600/1200 spare parts and keep a full stock.

Add £1.50 P&P on chips, £3.00 P&P on drives & PSUs   We reserve the right to refuse repairs

☆☆☆☆☆☆☆ **ATTENTION ALL DEALERS** ☆☆☆☆☆☆☆
Our Company offer the most competitive dealer repair service on all home computers, Credit facility available. SEND FOR FREE INFORMATION PACK TODAY.

Service HOTLINE (0116) 2470059 FAX (0116) 2558843
DART Computer Services (CU) 105 London Road LEICESTER LE2 0PF





DART Computer Services
A Division of D.A. Computers Ltd.

KT's

(01702) 542434
CREDIT CARD HOTLINE





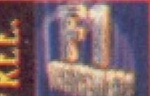

PLEASE ADD 75P P+P PER ORDER

LATEST PD TITLES
☐0805 VIRUS CHECKER V7.18
☐0584 HELSINKI FORCE (3 DISKS)
☐0585 TANK ATTACK
☐0586 SCROTAX
☐0587 TAG (2PLAYER SHOOT-EM-UP)
☐0588 STRIKE COMMANDER
☐0589 SEVERED HEADS T/GPH ADVENTURE (2)
☐0591 POWEROIDS 1200 ONLY
☐0592 MARATHON 1200 ONLY
☐0593 BIKER BABE (SHOOT-EM-UP)
☐0595 BLACK-KNIGHT (FRUIT MACHINE SIM)
☐0596 RISK (BOARD GAME)
☐0597 MOTORWAY MADNESS
☐0598 LEAGUE CHAMPIONS(SPWAY MANAGER)
☐0344 BRONX DENTRO AGA 1200 DEMO
☐0345 NONAME AGA 1200 DEMO
☐0346 SCOPEX ALIEN AGA 1200 DEMO
☐0347 VACATION 2 AGA 1200 DEMO
☐0348 THE DOGS COGS AGA 1200 DEMO (3)
☐0349 PIXELSTORM BY ABYSS AGA 1200 DEMO
☐0350 BRAIN-DEAD AGA DEMO
☐0351 BRAINCELL AGA DEMO
☐0352 BATMAN RETURNS (2)
☐0353 RIDGE RACER DEMO
☐0799 LOTTERY PRO + UTILS
☐0800 EXECUTIVE V1(TASK MANAGER)
☐0801 SYNDICATE PRO V1.04 (UK LOTTERY)
☐0802 CLASS ACTION (HELP ALL HD USERS)
☐0803 MCP V1.05(SYSTEM ENHANCER)
☐0804 SHAPESHIFTER V3.2
☐0806 NEW ICONS
☐0808 GEOGRAPHICAL ATLAS (2) 2MB H/D
☐ FISH FINGER GAME
☐0810 DISECT V1.7
☐0811 LSD HARDWARE REF MANUAL
☐0812 GRAPHIC WORKBENCH (4 DISKS)
☐8181 LOVELY GIRLS V2 (2 DISKS) 18+ AGA
☐8182 LIZ HURLEY SLIDES AGA (2 DISKS)
☐8183 A FEW GOOD MEN (EXCELLENT S/SHOW)
☐8184 GIRLS,GIRLS,GIRLS (2 DISK SLIDESHOW)
☐0599 COARSE ANGLER 2 DISKS
☐0600 CIRCUS
☐0601 STATISTIC MONOPOLY
☐0602 WHEEL BARROW SIM AGA
☐0603 ALIEN BASH II
☐0604 NECRONOM (SHOOT-EM-UP)
☐0605 UN-SENSIBLE SOCCER
☐0606 UFO ENEMY UNCLOTHED
☐0607 COALA GAME DEMO
☐0608 SUPREME EARTH DEFENCE
☐0609 BOB LEMON
☐0610 SENSIBLE MASSACRE II
☐0354 MATTER OF TIME (3 DISKS)
☐0355 QUE AGA DEMO H/D (2DISKS)
☐0356 RAZOR DEMO H/D (4 DISKS)
☐0357 INSTINCT DEMO AGA H/D (2 DISKS)
☐0358 UNION(TEAR DOWN THE WALL)AGA
☐0359 WATER WHISPER AGA DEMO
☐0360 HIGH ANXIETY AGA H/D (2 DISKS)
☐0361 BAYGON BY MELON AGA DEMO
☐0362 BLOWING BRAIN AGA DEMO
☐0363 PLANET M. BY MELON AGA DEMO
☐ FLYING TIGERS GAME
☐8186 ASIAN BABES AGA S/SHOW (2 DISKS)
☐0814 IMAGES STUDIO V2.20 (2 DISKS)
☐ FIREBALL GAME

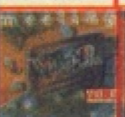
CD ROM SOFTWARE

WE WILL PRICE MATCH ANY CDROM ANYWHERE.

ORDER ANY 3 CD'S FROM THIS ADVERT AND RECIEVE A CD UNDER £10 FREE.


OUR PRICE£27.99

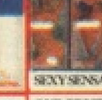

OUR PRICE£13.99

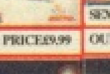
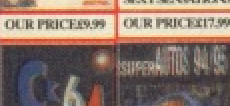

OUR PRICE £9.99

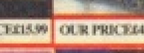

OUR PRICE£24.99



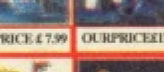
OUR PRICE£9.99

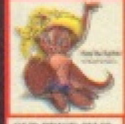


SEXY SENSATIONS
OUR PRICE£17.99

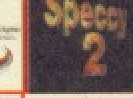


OUR PRICE£15.99



OUR PRICE£4.99


OUR PRICE £7.99


OURPRICE£17.99


OUR PRICE £23.99


OUR PRICE£17.99

Any 20 disks for £15 +p+p

HOW TO ORDER. TICK TITLES YOU REQUIRE,CUT AND SEND,OR SEND IN YOUR OWN ORDER WITH NUMBERS LISTED,WITH YOUR PAYMENT.CH/PO/CASH/C/CARDS TO KT'S DEPT CU 75 THE DRIVE, ROCHFORD, ESSEX SS4 1QQPLEASE INCLUDE YOUR NAME AND ADDRESS.ALL ORDERS SENT BY 1ST CLASS POST THE SAME DAY UP TO 4PM . CALLERS WELCOME...PLEASE MAKE CHEQUES PAYABLE TO KT'S

ALL FLOPPYS 90P EACH

WE STOCKFRED FISH 1-1000, CLR Licenceware,Horizon Software. ASSASSINS Collection up to 255. Also Scope and LSD Legal Tools.

BUILD MUSCLES FAST!

NEW! Fastest way to build muscles and strength without weights – EVER! Just 35 minutes daily in the privacy of your home will develop an amazing physique.

MUSCLE DYNAMICS is a new body building system based on principles developed after years of exhaustive research. It is a total exercise programme involving the very latest scientific breakthroughs in the field of muscular development. It is the fastest, most effective way to build muscles in existence.

Noticeable results in 28 days guaranteed.
Send for FREE Information Pack.

MUSCLE DYNAMICS,P.O. BOX 70, DOUGLAS, IM99 1EH.
Tel: 0624 801023 (24 hrs)

MUSCLE DYNAMICS,P.O. BOX 70, DOUGLAS, IM99 1EH
Yes! I want to build muscles fast. Please rush me a FREE information pack!

Name..BLOCK
Address...CAPITALS
....PLEASE
.... Postcode ....
(A stamp for reply appreciated)


MEAN
MACHINES
SEGA
COULD IT BE MAGIC?
MEAN MACHINES SEGA TRANSPORT YOU TO THE
SPELLBINDING WORLD OF BULLFROG'S
75 LEVEL EPIC MAGIC CARPET.
WORLD EXCLUSIVE SATURN PREVIEW.
JUST WHAT YOU'D EXPECT FROM BRITAIN'S BIGGEST-
SELLING AND HARDEST HITTING SEGA MAG.
ON SALE JANUARY 28TH.



Frequently asked questions

What is multimedia and is it any good on the Amiga? FAQ has the answers.

Q. What exactly is multimedia?

A. That's a tricky question, but a good definition would be that a multimedia project is a combination of several elements including graphics, animation, video, sound, music and sometimes, although not always, a degree of interactivity.

Q. Is it different from other programming?

A. There is nothing you can't do with multimedia that you couldn't sit down and create from scratch with a compiler or assembler. However, that's not what multimedia is about: it's the end product which is more important than the tools used to create it. Plus of course, MultiMedia is one of those cute words which can be used to sell otherwise dull PCs because they come with a set of speakers.

Q. Is the Amiga a good multimedia platform?

A. The Amiga is an excellent multimedia computer. It has built-in sound and music capabilities and excellent graphics: all as standard. It can also be expanded with hard drives, more memory and faster processors for larger projects. More and more users are also buying CD-ROM drives: the ideal platform for multimedia.

Q. How can I use it on the Amiga?

A. There are many multimedia Authoring packages available. These vary in complexity from the programming language level of Amos or *Blitz Basic* to the 'point-and-click' level of Optonica's *MultiMedia Experience*. There are many levels in between. Some are great for video effects (*Scala* for example), some are great for writing graphics-based programs (*CanDO* for example). Some are great at everything.

Q. Which should I get?

A. That depends on what you want to do. For display or video work, *Scala* is hard to beat. If you want to create a program which users can interact with, *MultiMedia Experience* is a good way to get started. If you want to write a graphics adventure, look out for *CanDo*. A language like *Amos* or *Blitz* will provide you with all the routines required to load, display and play images, animations and sounds: but you will need to program the rest yourself.

Q. How can I create good 'still' images?

A. Good graphics are essential in a multimedia project. You can always draw them yourself in a paint package if you are artistic, but the best source of high-quality images is a flatbed scanner, such as the Epson series which will grab in 24-bit colour and so the results will look excellent in HAM8 mode. Cheaper hand scanners can also give good results and with a little experimentation and with a good source a video digitiser can provide high quality images. There are many CD-ROMs available which contain images that you can use, but you would be lucky to find a disk containing pictures which fit your exact requirements.

Q. How can I create moving video?

A. Grabbing moving video to add to your project is not easy. The only way to get VHS quality images at the moment is to use MPEG compression but although companies like HiSoft are developing MPEG decoders (players), encoders are too expensive to use. It is possible to use software to encode images, but the results are poor. MJPEG systems like Motion VLAB will grab moving video and play it back, but specific hardware is required for playback and it's very expensive. Until the cost of playing back moving video is reduced, perhaps the best approach is to use a remotely controlled video record or laserdisk player. A good budget buy is the VideoMaster system for the A1200 which can grab 16 shade mono frames and convert them into standard animation files. These can then be replayed from memory or hard disk.

Q. Can I control other equipment remotely?

A. Yes: *Scala* can control plenty of external hardware such as genlocks and Laserdisk players. This allows you to play back video, fade it in and out and overlay Amiga graphics on top. Any *ARexx* compatible system can be used to control InfraRed Remote Control hardware with add-ons such as InfraRexx from the Aminet

Q. Can I add sound to my graphics?

A. Certainly: the Amiga is capable of replaying sound samples at the same time as displaying images or animations. Most multimedia Authoring systems will do this quite easily. Some Animation playback systems are also capable of triggering sounds on certain frames: for example, *MainActor Broadcast*.

Q. What about music?

A. Due to the popularity of the various MOD files, it's quite straightforward to compose a tune in a program such as *OctaMED* and then play it back from within the project. Most authoring software can cope with files in several formats. For professional quality results, you can add a MIDI interface and a MIDI compatible sound source. Example MIDI sound sources include keyboards, but also plain looking boxes – some of which contain several hundred CD quality instruments and drums for less than £200.

Q. How can I record work onto video tape?

A. You can record it on video tape quite easily – as long as you stick to the standard Amiga video and don't use any DoubleScan modes. The composite video output at the back of the Amiga can be used together with the sound output and connected to a video recorder. You may need a special Scart lead, but these are widely available as many camcorders provide the same output signals. A genlock may give better results, especially as many have SVHS outputs which will record better if you have a SVHS compatible video recorder. Using a genlock such as the GVP model and authoring software such as *Scala* allows much more control (fading, colour effects and so on).

Q. Can I distribute my projects on disk?

A. If you write it yourself in Blitz or AMOS or any other programming language, most certainly. Most other authoring systems provide a special 'Player' which can be freely distributed. You must be careful to make sure that you haven't included material which may be copyright

Q. Can I distribute my projects on CD-ROM?

A. Yes, but mastering and pressing CD-ROMS is an expensive business. Amiga software is just becoming available, but you might be better asking an existing CD publisher if they would be prepared to take on your work and pay a royalty. ■

John Kennedy

Masterclass

Delete your old back-up files and reclaim megabytes of storage on your hard drive.

If you have a hard drive on your Amiga and you run a lot of application software, you will probably soon find that you have collected a large number of files ending in '.bak'. These files are 'back-up' files made when an application saves your work, often it will move the original data to a file adding the ".bak" extension before saving the new data on top

Although this can be very useful, particularly if you botch something and need to return to a previous version, it can also consume a lot of disk space. Deleting all the back-up files from your system will obviously free-up space but it will also make any defragmenting processes faster and so help speed up your hard drive.

Tracking down and deleting all the back-up files can be a tedious process though. There is always the AmigaDOS DELETE command of course, but it tends to be a bit frightening when used with the ALL keyword. For example:
delete dh0: #?.bak ALL
should go though the hard drive with name 'dh0:' and nuke all the .bak files, but something like this scares me silly. If, for example, you mistakenly typed this instead:
delete dh0: #? ALL
it would delete absolutely everything from the hard drive in one fell swoop. And with the AmigaDOS delete command it is not possible to step though the files one by one and confirm their deletion.

So to get around this problem we will be creating a program which follows last month's *ARexx* tutorial which searched out and listed duplicates files (rather slowly I know). This will search out and ask nicely before deleting .bak files. It too is written in *ARexx* and it demonstrates some rather tricky features of this powerful language. It also runs quite quickly.

Round 'em up

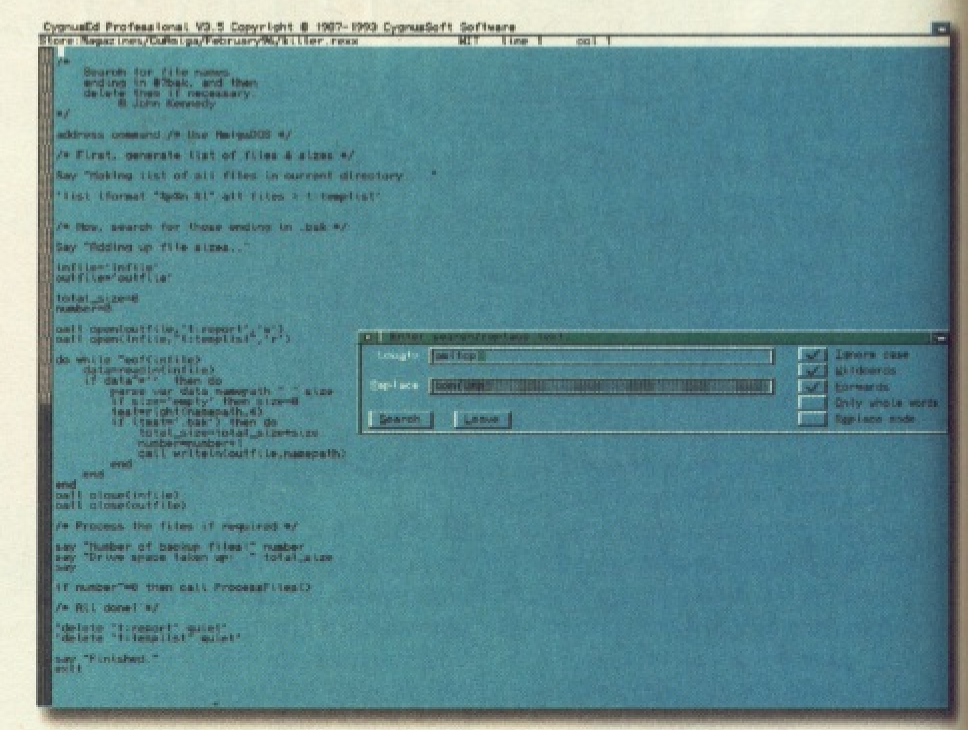
This month's program will create a list of all the files in the current directory, search out those ending in .bak and then offer a manual or automatic deletion service.

You might be wondering why we don't simply use the LIST command to create a list of all those files ending in .bak. As you can see in the program, we do use the LIST command to generate a list of all the files in the current directory – why not simply extend it to search out the .baks?

Unfortunately this turns out to expose a shortcoming LIST. Although **list lformat "%p%n %l" all files > t:templist** will certainly create a list for us containing all the names (and the list is redirected to create a file in RAM), **list #?.bak lformat "%p%n %l" all files > t:templist** doesn't work. The wildcard searching abilities of LIST only operate in the root directory and so the easiest approach is to make a list of ALL the files, and then search through ourselves for those ending in .bak This is what the second section of the program does: it looks though the filenames and picks out those ending in .bak, placing them in a second file. (All these files are in RAM by the way, to speed up the process). Searching for filenames is pretty easy in *ARexx*, because of the long list of string manipulation commands. Here we use RIGHT to check the last four characters in the name.

Take heed please

As always, I have tried to test the program as much as I could. I even let it lose on my hard drive and it regain about 2Mb of space for me. However, when using delete in a script you must be very careful! As this program only operates on the current directory (and those directories contained within it) test it first somewhere where it won't do a great deal of harm if it goes horribly wrong — and that doesn't mean on your friends A1200.



▲ **Entering a Rexx program requires a text editor. Cygus Ed or Gold Ed are firm favourites, but you could even use Ed if you had to.**

Then get rid ...

By using the LFORMAT options of the LIST command, we can have exact control over how the file of names we have requested is created. The filename and path are followed by a space and then the file length – see last month's Masterclass for more on LFORMAT and the special attributes you can include.

I have included the filesize so that you could see how much space the .bak files were consuming: it's always nice to be informed you are going to get so many bytes of storage back for free.

There is one snag in that when a file is empty, the size returned was not simply zero bytes, but in fact the word "empty". This is a bit tedious but only needs one extra line: **if size='empty' then size=0** to fix it. It also keeps a count of the number of files located because if no .bak files are found it allows us to quickly quit the program without wasting time.

The ProcessFiles() function starts off by asking your permission to delete the files. This demonstrates how *ARexx* can take input directly from the user as well as from a file. We use the amazingly powerful PARSE command to read a string entered at the keyboard and convert it to upper case to make the test easier.

The testing is done using the SELECT command, which is nothing more than an advanced type of IF/THEN. The SELECT code decides what to do next: choose Delete by entering D, and the DeleteFiles() function is called. Choose C and the program stops.

DeleteFiles() uses a variation on this theme to discover if the user wants the ability to check each file before deletion. You can see that there is one question outside the main loop and then another inside to check for each file but only if required.

The hard part was actually deleting the file in question. Although it is relatively easy to use any AmigaDOS commands (we used LIST right at the start) it can be more tricky to include a list of arguments. In this case, we want to use the delete command with the path and filename of each .bak file, and unlike the arguments used with LIST, the filenames are not known in advance.

To get around this problem, the

The program which will find and help you nuke those pesky baks.

```
/*
     Search for file names
   ending in #?bak, and then
delete them if necessary.
- John Kennedy
*/

address command /* Use AmigaDOS */

/* First, generate list of files & sizes */

Say "Making list of all files in current directory"

'list lformat "%p%n %l" all files > t:templist'


/* Now, search for those ending in .bak */

Say "Adding up file sizes.."

infile='infile'
outfile='outfile'

total_size=0
number=0

call open(outfile,'t:report','w')
call open(infile,"t:templist",'r')

do while ~eof(infile)
     data=readln(infile)
  if data~='' then do
    parse var data namepath " " size
    if size='empty' then size=0
    test=right(namepath,4)
    if (test='.bak') then do
      total_size=total_size+size
      number=number+1
      call writeln(outfile,namepath)
    end
  end
end
call close(infile)
call close(outfile)

/* Process the files if required */

say "Number of back-up files:" number
say "Drive space taken up:  " total_size
say

if number~=0 then call ProcessFiles()

/* All done! */

'delete "t:report" quiet'
'delete "t:templist" quiet'

say "Finished."
exit

ProcessFiles:

  answer=''
  do while (answer~="D" & answer~="C")
    say "[D]elete files or [C]ancel?"
    parse pull answer
    answer=upper(answer)
  end

  select
    when answer='D' then call DeleteFiles()
    when answer='C' then return
  end

  return

DeleteFiles:

  answer=''
  confirm='Y'
  do while (answer~="A" & answer~="C")
    say "Delete [A]ll or [C]onfirm each one?"
    parse pull answer
    answer=upper(answer)
  end

  call open(infile,"t:report",'r')
  do n=1 to number
    file=readln(infile)
    data='delete '||d2c(34)||file||d2c(34)

    if (answer="C") then
    do
      confirm=''
      do while (confirm~="Y" & confirm~="N" & confirm~="Q")
      say "Delete " || file || " [Y]es, [N]o, [Q]uit?"
      parse pull confirm
      confirm=upper(confirm)
      end
  end

  if (confirm="Y") then interpret(data)
  if (confirm="Q") then leave

  end
  call close(infile)
  return
```

first stage is to construct the command we need to execute as a single string. Now the filename and path are already in one string, so we only need to join that to a string containing the work 'delete', like this: **delete + path/filename** Unfortunately, in a real application, this will probably come out as: **"delete work:file1.doc.bak"** and this is not acceptable: in fact, because of the way *ARexx* works this will actually cause the *ARexx* script to fail. What we really want is something more like this: **delete "work:file1.doc.bak"** so the arguments which follow delete are all contained in quotation marks. This is exactly what the line: **data='delete '||d2c(34)||file||d2c(34)** attempts to do. The string variable called 'data' is assigned to be the work 'Delete', and then joined (using the concatenate command which is two vertical bars) to something called **d2c(34)**. This is joined to the file and pathname and then to another **d2c(34)**.

The magic spell which is **d2c(34)** is actually an *ARexx* function which returns the character string corresponding to the supplied number. If you know your ASCII codes you will know that for example, the letter A has code 64, an asterisk has 42 and of importance to us in this case, inverted commas has code 34.

This is how the variable 'data' is assigned the string containing the delete command and the necessary arguments. Now all we need to do is get the command executed which is where the INTERPRET command is used.

INTERPRET is a very cunning *ARexx* command which takes a string and deals with it as though it was an *ARexx* program ... sounds weird I know, but that's how it works. INTERPRET could be used to read in and run an *ARexx* program line by line if that's what you wanted to do with it: in this case, we'll simply pass it the string we went to all the bother of creating and let it get on with it. ■

John Kennedy

Logos, meanings and mysteries:


CD32 queries, ParNET and various other CD ROM-related problems.


All about upgrading RAM, operating systems and processors.


Plug-in hardware of any kind: scanners, disk drives etc.


Answers to queries on particular pieces of software.


Music, sampling, MIDI and anything that makes a loud noise.


Miscellaneous tools to keep your Amiga running smoothly.


Form-feeds, page-breaks, preferences and lots, lots more!


Monitors, TVs, modulators, screen-modes and all that stuff.


Pixels, sprites, animation, pictures. In one small word: graphics.

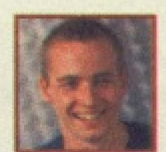

Spreadsheets, databases, organisers, accounts ...


Everything you need answering about the internet


Not everything fits into a pigeonhole, but anything you like fits in here.



We don't make a drama out of a crisis in CU Amiga Magazine. No problem is too big or small. Enough of the clichés, already. Just remember to send in your machine specifications in full as it makes the technical boys at CU Amiga Magazine's life that much easier.


Tony disputed last month's freshfaced description of him. He says he is an old git.


Mat would like also to deny that he is freshfaced cos Q&A has earned him too many worry lines.

CD32 FMV cart



I have been lucky enough to get a full motion video card (FMV) for a CD32. However, I'm having trouble connecting to my CD32 as it didn't come with an adapter. I know could get a SX-1 module but I my A1200 is all I need. I have asked Silica, Gasteiner, Wang computers, Brian Fowler and a local Amiga repair shop in London for help on this but I've come up against a brick wall. What can I do, please help.

On a different note, are Amiga Technologies going to abandon the CD32 totally or are they or other parties going to make FMV cards for it, as it must be better than the 16-bit Phillips CD-i system. I'm sure there are plenty of people out there who would want their machines to show CD films.

Mr K. Walsh,
Bow London.

Eh? The CD32 FMV cart plugs right into the back of a CD32 (after removing the access panel). No adapter is needed at all. We think you've got an FMV card for some other machine and that's why it doesn't fit. The SX-1 is most certainly not going to help as its pass through is the same gender. I'm surprised you weren't given the low down by the companies that you telephoned.

On the discontinuation of the CD32; it is a tad puzzling that Amiga Technologies did this in light of the machine's success but the reason they gave is that they needed all their resources to get the A1200 back into production and then to develop new machines. Sounds reasonable to us and the CD32 is still essentially an Amiga. When publishers finally realise how many CD-ROMs are out there for Amigas, including CD32s, we should hopefully see more games released on that format.

Agnus hassle



I am currently studying a City and Guilds TV and video production course at college and use my Amiga A2000 for a lot of my course work. Recently the opportunity arose to buy a 2.04 Kickstart for my A2000 which I need to run *Scala* MM300. However, my A2000 only has a 512K Chip mem Agnus. I changed to a 1Mb Agnus but it's still only reading 0.5Mb. I have tried most of the main dealers and repair centres for help but to no avail. They can all tell me how to do it on an A500 but that's no use.

Derek Bailey,
Upminster Essex.

The various modifications needed to increase the Chip memory for different revisions of Amiga motherboards has long since faded from the CU Amiga collective genius. Perhaps a reader knows the answer and might like to let us know so we can pass it on?

We do have a solution though, Power Computing's (tel: 01234 273 000) MegaChip is pretty fool proof (price £159). Consisting of a daughter board housing a full 2Mb Agnus and 2Mb of RAM built-in, it's put in place of the old Agnus to get a full 2Mb Chip Memory. There's no further modification needed.

Dodgy CD32



My set up consists of: a CD32, SX-1 revision 2, 4Mb memory, Internal 2.5" 100Mb IDE hard drive, external Amitek floppy drive and a Phillips monitor. I am using Kickstart 40.60 and Workbench 39.29. When When I try to boot up everything is fine for the first three minutes and then it freezes and the CD32 has to be reset. After that the hard drive won't boot up. I tried adding a new Simm and adjusting the Max Transfer Rates to 1xfff but it doesn't make any difference. Now my set up will only work when the the hard drive is disconnected and the hard drive will only work when I get rid of the memory chip. Help?

Duncan Gow,
Helensburgh, Dunbartonshire.

There's two prime suspects here with a CD32 and SX-1 set up. The first is that the CD32 and SX-1 connection is not very solid when a hard drive is fitted. The different pieces of hardware's vibration can cause intermittent connection problems which will cause no end of trouble. To remedy this we use some masking tape to hold the SX-1 firmly in place.

The other culprit is the Max Transfer which with 2.5" HDs is a common enough problem. Try and set Max trans to about 0xffff in the HD toolbox which is 64K at a time. After that, if problems persist, it's possible you have a faulty SX-1. Without a much closer look at your system, it's difficult to tell.

Spanish Amiga



I have an A500 and I'm thinking of buying an A1200.

A. Could I run A500 programs like *Rainbow Islands, Super Street Fighter 2, Prince of Persia, Protracker* and *DPaint III* on an A1200?

B. Is the A1200 compatible with the 1084 monitor?

C. Is the A520 modulator used with an A1200?

D. When will the Amiga be available in Spain?

Bartolomew Barreo Sanchez, Madrid, Spain.

A. A couple of the games may not though most serious applications will. This is outweighed by the fact that an A1200 has superb games that only work on an A1200 and that the higher spec machine will run things like Protracker better than your A500 since it has more Chip memory.
B. It is, we use them with our A1200s.
C. It is but the A1200 has a built-in modulator giving both composite video and RF out. The A520 however, in our experience, provides better quality output.
D. We contacted AT in Spain and they said that the cause for the delay was due to difficulty with Spanish and Portuguese keyboard production. However, these problems have been sorted and the Amiga is now on sale. The distributor in Spain is Pixelmedia, SL, AV Diagonal, 18 ENTP, PO Box 398, 34080 Palencia, Spain. Tel: +34 79 700 500, fax: +34 79 700 956.

Adorage blues



As a new Amiga 1200 owner I would ask that you excuse what might appear to be obvious to the more experienced Amiga users. I have prepared the working disc for *Adorage* (cover disk July 95) and find that all works well with the exception of SSADemo. When I click on this icon, I get the message 'unable to open your tool C:IconX'. What is going wrong?

**Roy Firth,
Halifax, West Yorks.**

The SSADemo is what's known as a project. If you click on the icon and then press the Right Amiga button and I (at the same time), you'll see that C:IconX is present as the 'default tool' in the nice little Icon Information GUI that appears. The problem here is that the program IconX isn't present in the C directory of the disk. Our mistake. The solution is to either copy IconX from the C directory of your Workbench disk to the C directory of the Adorage disk or to simply boot from Workbench, switch disks to Adorage and then click on the icon.

A600 CD-ROM



I have an A600 Amiga which I use primarily for games. I would like to know if it is possible to add on a CD-ROM drive to play CD games. If so, what will I need, what are the prices and will it all be compatible using a normal TV which does not have a Scart connection, as this is what I use at present. I would rather keep the A600, than have to sell in order to buy something like the Sony PlayStation, Phillips CDi etc. Please advise honestly as I am an older user and do not want my living room looking like NASA.

**Mary Timms,
Kiddington Oxon.**

You can indeed add a CD-ROM via the PCMCIA port on the left of your machine. However, you can't play CD32 games which are the most common form of CD-ROM games on the Amiga. The reason being that your machine doesn't have the newer AGA chip-set that the CD32 and Amiga 1200 possess. To be honest, your best bet is either stick with playing A600 compatible games, like the excellent Worms, or buy an A1200 which has some amazing games of its own. All of which are a hell of a lot cheaper than what you'd have to pay for on other CD consoles.

Crash crash



I am having serious problems with my 1200. It is fitted with a 170Mb hard drive, an Apollo 1230 50MHz accelerator card and 8Mb of fast RAM. It also has a Goliath power supply, a Microvitec 1438 monitor and a Logic 3 speaker set connected to it. The problem is that it keeps crashing continually and reporting eight digit hex error codes. These codes always take the same pattern. The first seven digits are always 8000 000 and are generally followed by a 4 or a 6 (although I have had a 3 and a B). Every piece of software I try either crashes and reports some variation of this code or just locks up. Even the CD-ROM from the latest edition of your great magazine crashes, as does *OctaMED 5.04* which I also obtained from your cover disk. What's causing this?

**Robert Coles,
University of East Anglia,
Norwich.**

Every month we get a dozen or so letters all stating that their machines crash with those funny hex numbers and asking us why this is so. There's a load of reasons why this could be. Unfortunately the hex numbers in the red flashing Guru don't really tell us anything about what is actually causing the problem. You need some software to patch the OS to get more information. A PD program such as Alert Patch will do the trick. If there's something wrong with your accelerator, this will happen. Even if there's something wrong with your A1200 itself, a crash with be the general symptom. It's your Amiga's way of saying it doesn't feel well. Some software diagnostic tools are needed to investigate further as well as systematic removal of all your hardware to track down the problem. We'll look at doing another Amiga troubleshooting guide soon.

Midlands BBS numbers



I have recently bought a 14.4 modem for my 4Mb Amiga. My modem would be a lot of use if you would kindly tell me some BBS numbers that are in the Midlands area. I need to know these numbers to save on cost as I only get a small sum a week.

S. T. Morsons, no address supplied.

You didn't put your address in the letter but here's some BBSes in the midlands:

BBS	Location	Number
061 For Amiga	Manchester	0161-799-4922
Dox's Amiga	Otley West Yorkshire	01943-850340
Who Dares Wins	Rotherham	01709-587633
Crazee Amiga	St.Andrews	01334-479645
Daytona Amiga	Stourbridge W/Midlands	01384-423478
Amiga Phantom	Derby	01332-679073
Frost Free	Huddersfield	01484-842341

A cornucopia of questions



We received a whole stack of questions from Mr Hodgson here's just a few of them.

1. I use MultiCX 2 and want to use ARQ to improve my requester but I am having no luck. One seems to disable the other all of the time. I have seen a screen shot of them working in harmony somewhere, but I am unable to reproduce this at home. How can I do it?
2. Can I use SCSI-2 peripherals like the Zip drive and the Reno CD with the SCSI-1 interface on the A590?
3. If not, are the parallel port drivers available for the ZIP drive yet?
4. If I was to use this option, I would need a multiplexer for the parallel port. Is such a device available? (I use a printer on that as well)
5. Opalvision was supposed to become a CDTV style external jobbie as well as a Zorro card. I was looking forward to that. Will it ever happen?
6. Oh and what exactly is a Torx Driver? Is it a weird Screwdriver?

**Oliver Hodgson,
Guildford Surrey**

My my, been saving them up have we? Anyway on with the answers:
1. Run ARQ and MultiCX from WbStartup. Lick on the ARQ Icon, bring up the Icon information GUI. Insert a tooltype (if not already there) of STARTPRI=100. ARQ needs to run before MultiCX. Then the two will co-exists happily.
2. The actual interface itself is compatible but the driver software in ROM isn't really up to the task I'm afraid.
3. Unfortunately a parallel Zip driver will never happen. the reason being that the Amiga parallel port isn't up to the job compared to the special extended parallel ports on certain PC cards that are needed for those drives.
4. Not an issue because of the above.
5. We don't know but it's highly unlikely since if the Australian developers were going to release that unit, they would have done it well before now. They did produce a product of the type actually before Opalvision called the Colourburst. Our advice is to hang on for a nifty new RGB port graphics enhancer called Graffiti. We should have a review before too long.
6. Yes, you're correct. ■

NO SAES PLEASE
We regret that we cannot respond to readers' queries by post or over the phone. Please do not include stamped addressed envelopes with your letters, as we simply don't have time to answer the thousands we receive. Responses are only possible through the pages of the magazine.

Back chat

Say it like it is folks! Send your gripes, your praise, your opinions to Backchat, CU Amiga Magazine, Priory Court, 30-32 Farringdon lane London EC1R 3AU. E-Mail: Backchat@cu-amiga.demon,co.uk.

Breeding a contender

I wish you would stop saying how technically inferior *Alien Breed 3D* is to *Doom*. This is not true. For a start *AB3D* is a true 3D environment unlike *Doom* which uses a half way system where you can't have rooms above other rooms. Also *Doom*, unlike *AB*, doesn't have proper water effects, they are merely animated textures and you cannot go under the water either. The explosions in *AB3D* are excellent whereas *Doom* doesn't have any at all.

Another advantage is the speed, *Doom* would never run on as fast on a 386 (which is about the same processor speed as an A1200 with fast). Although *Doom* could be considered the better game, the only advantages it has over *AB3D* are higher resolution graphics and the amount of storage space available for them.

AB3D is very good but if the Amiga had a hard-drive as standard then we might see some really good clones. Finally, I invite everyone to join my campaign for a level editor. *AB3D* needs one so desperately, so get onto Team 17 about it!

Jason Frecknall, Mansfield, Notts.

A good samaritan

I'm writing in regards to Mr. Jarvis wanting an all-in-one Mail package, (November backchat). There are several which work either in a UUCP (off-line) type environment or via AmiTCP. Amiga UUCP is very easy to set up and saves a lot on phone costs. It actually turns your Amiga into a Usenet node that just calls up your provider and quickly downloads any new mail/news as well as uploading any news/mail you have written. Examples of easy-to-use programs are ADMail/ADMan by Simon Brown, (the first is an E-Mail program, while the second is also a threaded news program) or GDMail by Steve Burton. Both use intuition interfaces and are simple to set up and use. There are other options like Thor or even GRn for a newsreader. As well as Amiga versions of the Unix classics Tin and Elm. GRN will also work both under UUCP as well as under AmiTCP. The above programs (with the exception of Amiga UUCP) can be found on all Aminet FTP sites and some are even found on CU Amiga Magazine's November CD-ROM.

Paul Serena, Dutch Amiga Magazine.

Blitz support group

I am trying to put together a *Blitz* support group and would like interested users of *Blitz Basic*, to give me some support and ideas. Blitz users interested, can write to me at: 27 Hillside Avenue, Worlingham, Beccles, Suffolk, NR34 7AJ. Please enclose a self addressed stamped envelope if you wish to receive further information.

Matthew Tillett, Suffolk.

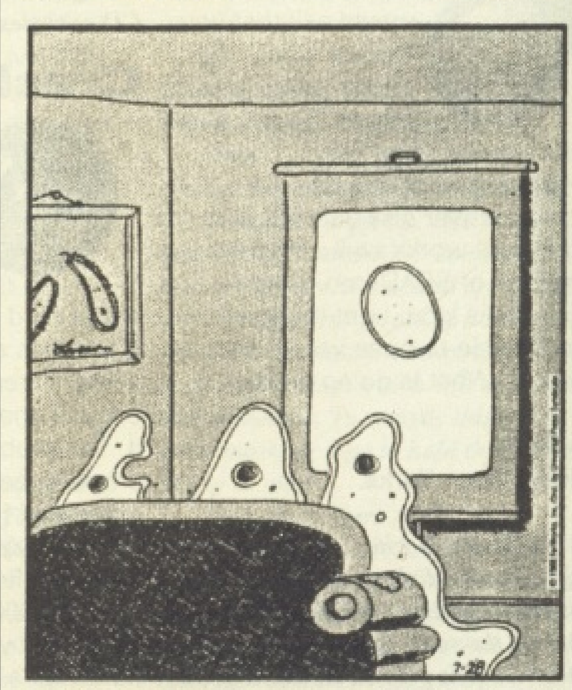
I don't like your style

Just a few remarks from across the channel regarding your magazine. Some of these points have been made quite often but I'll just make them anyway. I like the mag but I usually hate the disks. Not just CU Amiga's but other magazines' as well. What do I need three DTP-programs, four versions of *OctaMED* and 5,000 Databases for? I buy what I need and I don't like crippled programs or old junk.

With the November '95 issue you really went too far: putting *Audiomaster IV* on the disk! What a nerve! It's a good program, but it's ANCIENT. However, although I now have two copies it was still better than *Virtual Karting*. Let's pray that PC-owners never find out about it or they'll laugh us off the face of the planet. You can't honestly tell me you liked that piece of rubbish. You just put it on because the publisher offered you a deal, didn't you ? Don't get me wrong: I like game previews. But only of good games. Not some feeble attempt at a racing game, obviously written in Simon's Basic or Logo or something like that. And I certainly don't like timers that cut you off after a few minutes playing.

Instead of choosing a mag that interests me most I now find myself picking the magazine that has the least rubbishy cover disks.

THE FAR SIDE By GARY LARSON



"No wait! *That's* not Uncle Floyd! Who is that? ... Crimony, I think it's just an air bubble!"

Team Talk

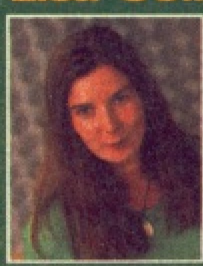
You know the usual rubbish we write in Team Talk month after month? Well here's more of it. Blah, blah, blah. Read on as each member of the team drivels their way through another four weeks' experiences.

Alan Dykes



Between eating sleeping and *Breathless* I haven't had time to sneeze this month, never mind eat. So I'm five stone lighter and need new glasses. But what fun it's been! Things were deadly quiet on the magazine for a change too, it was as if some one had banned Mat and Tony from saying every second word. How very odd.

Lisa Collins



I spent a lot of time playing *Breathless* and *Hillsea Lido* this month. In fact I had to be dragged away screaming from the former. Another real plus point was I made Tony and Mat promise not to swear this month. They didn't manage to last through it all, but it made things a bit more civilised than normal.

Tony Horgan



Swear? I never bloody swear! I swear I don't. I'll tell you something else too, I can't get enough of that *OctaMED* CD reviewed on page 74. It's well known that I've always been a bit a partial to this rather excellent music package, but now it's on CD it's like a dream come true. We need more CD products like this and *Personal Suite*!

Be kind to BBSes

What's happened to the support for the Amiga comms scene? I can appreciate that the Internet is a massive success but there is the large number of BBS sites out there whom you seem to have forgotten! Almost all of the public domain sector software that gets reviewed in your magazine has originated from various BBS sites not on the Internet. Granted some new stuff does come from the internet but the majority of it originates from the private BBS scene. I know as over the last two years in various magazines NFA PD/Productions has had over one hundred reviews.

When you call a private BBS the sysop has control over what files are available. The Internet is running wild with pornography, piracy and files on how to blow off your arms. Once a file is on the internet it is almost impossible to delete as the file goes to hundreds of sites within a few days. A private system is also used by generally two to three people at any time so the system does not slow down to a snail's pace on Sunday! This however restricts the number of users that can connect in a 24 hour period. But to compensate for this there are hundreds of systems around the world including many eastern block countries.

As far as E-Mail goes the Internet wins hands down, however there are some really good mail networks that connect thousands of users across Europe to name but two "The Missing Link and Fidonet." Most private BBS sites will support one of these networks.

We should like to see a small area in your magazine to advertise BBS sites as we feel very ignored by you. We organise meetings of users and stands at computer fairs, so we do our bit for the amiga scene!

Well that's enough moaning on I would now like to be blunt and ask for a plug for our UK bulletin boards. All of these sites below (see box out) are open from 8pm to 8am and are mail linked.

All speeds of modem may connect to our sites from 300 bps upwards. We are doing our best to provide a good service to our users and most of us have invested in high powered machines and large storage devices. We leave them running throughout the night for other people to use.

All we want is a little support from the magazines that we buy every month!

Deck the Ripper of NFA, Leicester.

BBSes started the whole comms revolution. Our resident Comms expert, Mat Bettinson, ran his own BBS for a number of years. CU Amiga Magazine still has a Fidonet presence and you can reach us on the node 2:254/205.0. However, times have changed and the Internet is much more popular as it still gives an Amiga user access to the world for a local phone call. Many different types of Internet access can all be performed simultaneously when linked up.

The hard reality is that people buy modems to get on the Internet and not to call their local BBS. Getting connected to the Internet is a lot harder than using a BBS.

However, BBSes are still very dear to our heart and we promise we'll feature more BBS and Fidonet technology network coverage in the future.

Bugged Out BBS	**0116**	**2375147**	**NFA Mail Dist Site**	**14400 bps**
Warp Speed	**0151**	**9286610**	**NFA Tempest Support Site**	**33600 bps**
Rigsbys BBS	**0153**	**0260160**	**Independent**	**14400 bps**
The Hot Rock	**0116**	**2387710**	**Independent**	**14400 bps**

I hate paying for disks I'll never look at!

Martijn
Netherlands (full name and address withheld at readers' request.)

Martin, we do of course listen to everybody's opinion, but your comments, though obviously heartfelt are hardly constructive. Just where do you think we can get sparkling new software to run on the cover disks while continuing to sell the magazine at a reasonable price? And what sort of damage would we do the the Amiga market if we did? We run 'old' software because it's still good, people still want it and companies are willing to sell it to us. Audiomaster is a case in point. It's the best sampler available and we've had great reports from people other than yourself about it. What about Pagestream, DOpus or Image FX. All pretty useless eh?

As for doing a 'deal' with Virtual Karting, just what sort of deal did you have in mind? The game looked promising when we first saw it so we decided to run a demo of it. Have you seen anything since then in the magazine which implies that any 'deal' was done? I think not, because it didn't happen. We don't like time limited demos either, but for some games they are necessary.

In the final analysis, if what you're saying is that you would like a cheaper magazine with no disks, then say it straight. If enough people wanted this we might be able to do it, but we're not going to drop cover disks for you: too many people like them.

Critical domain

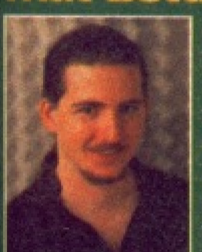
First of all I would like to thank you for a superb magazine. It is one of two that keeps my love for my Amiga alive and kicking. If it wasn't for your magazine we wouldn't have much here in Canada. I have but one gripe with your magazine, and it is a serious one. With dwindling support for the Amiga, and times having been desperate in the past, I think that a little bit more of a constructive reveiw on PD software is necessary.

At times I have found your PD reviews to be downright rude and demeaning. Come on, give these guys a break, if you keep giving them reviews like that they might just pack it in and head for the PC range. They could be the Amiga programmers of the future, and the saviours of this machine. I know that some of the software that they write is not the greatest. But showing them where improvements can be made instead of making fun of the programs they write may be the difference between the Amiga surviving, or dying. An example is in your November issue. Your reveiw of U Paint 1.80 was uncalled for: "Oh yes, it's on the CD if you want a laugh." Come on guys restore my faith in your magazine, these guys need help and guidance not to be laughed at!

Carl Raeside, Trenton, Ontario, Canada.
craeside@connect.reach.net

We do all we can to encourage shareware authors, but sometimes the truth must be told. And UPaint was an incredibly underdeveloped program.

Mat Bettinson



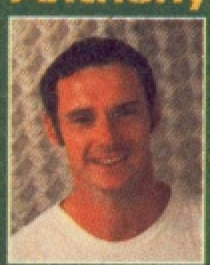
Just when I thought I'd seen it all, I was invited to a virtual wedding. People talk about the Internet bringing people together and this illustrates the fact. It may not be legally binding and they may have spent their honeymoon in a 'virtual Hawaii' but everyone enjoyed it, including me. You may not take it seriously but you should, it happened, it's real.

Helen Danby



I'm really glad that Lisa banned Mat and Tony from swearing this month. It gave me an opportunity to swear myself – and be heard. Everyone was shocked. They used to think I was so quiet, but it's only because they're so loud. Face it, there's nothing like a bit of loud vocal profanity to accompany a game as viciously good as *Breathless*.

Anthony Collins



I've been getting to grips with *Imagine 3.0* this month. I have to admit I'm a bit of a Mac lad but after Mat and Alan threatened to flush my head down the toilet unless I tried the Amiga out, I changed my mind.

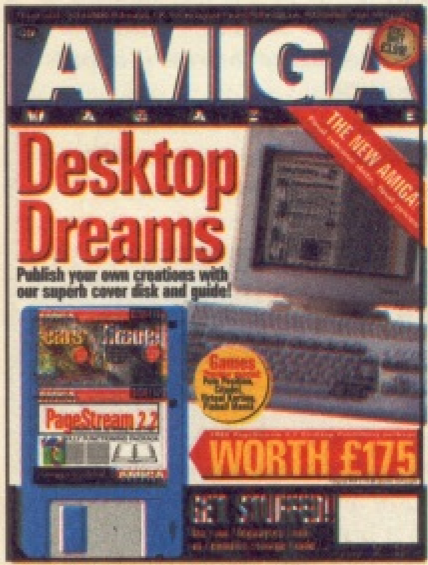
And you know ... it's fab! There's nothing like it on the Mac for the price, and it doesn't need a fancy machine to run.

John Kennedy



You know, I write many, many reviews of art packages for CU Amiga Magazine, but yet they still haven't managed to publish a decent photo of me. My mission over the next few months is to rectify this omission. I'll have to be careful not to let Tony H do any modifications to my new photo though.

Back Issues



OCTOBER 1995
- ON THE DISKS: Pagestream 2.2, Exclusive Fears and Citadel demo.
- FEATURES: Using your PageStream cover disk for DTP, Storage: HD's floppies and CD-ROMs, Head To Head Gaming.
- INSIDE:Odyssey, Real 3D v3, PageStream 3.0i and a towering multimedia station reviewed.



NOVEMBER 1995
- ON THE DISKS: AudioMaster IV full program, Virtual Karting demo, CD-ROM edition-Aminet 7 and more.
- FEATURES: CD-ROM definitive guide to drives and disks.
- INSIDE:Cinema 4D, Mac™ Emulation, Final Writer 4, Pinball Mania, Fears and Citadel.



DECEMBER 1995
- ON THE DISKS: Exclusive Worms demo, Amiga E full program plus free Amiga E manual
- FEATURES: Programming, Amiga music, interview with Ruth Lingford, animator.
- INSIDE: Leading Lap, Worms, Flight of the Amazon Queen, Coala, Dungeon Master II, FinalCalc and Amiga M1438S Monitor.



JANUARY1996
- ON THE DISKS: Imagine 3.0 full program, Zeewolf 2 & Algomusic
- FEATURES: 3D rendering using our cover disk, and leading Amiga authorities interviewed.
- INSIDE: MiconiK Tower, World Construction Set, Amilink, Zeewolf 2, SWOS 95/96, Super Tennis Champions and much more.

OCTOBER 1994
- ON THE DISKS: DPaint 5 demo, Realtime Effects Generator 1.5, Stereogram 3D picture maker and Dragonstone demo.
- FEATURE: Storage special.
- INSIDE: Over 50 software and hardware products, Ruff 'n' Tumble, Litil Divil, Detroit reviews.

NOVEMBER 1994
-SOLD OUT

DECEMBER 1994
-SOLD OUT

JANUARY 1995
-SOLD OUT

FEBRUARY 1995
-SOLD OUT

MARCH 1995
-SOLD OUT

APRIL 1995
- ON THE DISKS: MovieSetter, clip art and Fifa International Soccer demo. PLUS free MovieSetter manual.
- FEATURE: Animation made easy.
- INSIDE: Power CD-ROM, PD Special, ATR, Turbo Trax, Dawn Patrol, Super League Manager, Baldies preview.

MAY 1995
- ON THE DISKS: ProDraw 3 (all non AGA Amigas), OctaMED 6 and Baldies demos.
- FEATURE: Ten printers reviewed, rated and recommended.
- INSIDE: ECTS report, Brutal Preview, DPaint, Personal Paint, Photogenics and Brilliance compared.

JUNE 1995
- ON THE DISKS: Image FX 1.5 (all Amigas with 2Mb), USM demo.
- FEATURE: Image processing – we show you how it's done!
- INSIDE: RAM speed test: Blizzard 1230 III, Siren Apollo, Octamed 6 reviewed, Primal Rage, Sensible Golf previewed.

JULY 1995
- ON THE DISKS: Adorage 2.0, Power-basev3.4, Arcade Snoofer-full game.
- FEATURE: Step by step guide to the Net.
- INSIDE: First report from Germany on Escom, LightWave 4 previewed, Cinema 4D, Scala MM400, Virocop and TM2 reviewed.

AUGUST 1995
- ON THE DISKS: Clarissa 2.0 and exclusive demo of Cammy Vs Honda in SSF II.
- FEATURE: Trouble shootng on your Amiga
- INSIDE: DPaint 5 review, A look at the new A400/060 with CyberVision graphics, Games include Colonization, Sensible Golf, Time Keepers, Player Manager 2.

SEPTEMBER 1995
- ON THE DISKS: OctaMED 5.04, Speris Legacy, Time Keepers.
- FEATURE: Sex and computers: we take an indepth look at how much there is and what people think about it.
- INSIDE: Alien Breed 3D , Gloom, SSFII, Brutal, ViroCop A500, Base Jumpers CD32.

BACK ISSUES ORDER FORM

Complete this form and send it with your payment to: CU Amiga Magazine Back Issues, Tower Publishing, Tower House, Sovereign Park, Lathill St, Market Harborough, Leics LE16 1EF.

Rates: UK: £5.99 Europe and rest of world: £6.50. Except for November 1995 CD-ROM edition: UK £6.99 Europe and rest of world: £7.50
All prices include postage and packing. Disks are included with all orders.

Please rush me the following back issue(s) of CU Amiga Magazine:

Quantity	Issue
....	....
....	....
....	....

Total amount £ ....

Method of payment (please tick)

❑ I enclose a cheque made payable to EMAP Images Ltd.
❑ Please debit my..........................card. (Visa, Amex, Access, Diners Club cards accepted)

Access/Visa number ....Expires........../.........

Signature........................Date ....

Name ....

Address ....

....

........................Postcode ....

Telephone number ....

Please allow 28 days for fulfilment upon receipt of request. Back issues subject to availability.

Subscribe to CU AMIGA NOW!

Normal retail price £51.00 ... You save £17!*







GET 12 ISSUES FOR THE PRICE OF EIGHT! SAVE £17.00!*

HOW TO ORDER

Tick which box applies to you on the form opposite, then fill in the rest of the form and send it along with payment to: CU Amiga Magazine subscriptions department, EMAP Consumer Magazines, FREEPOST (LE5981) Leicester LE87 4AB. (Free postage within the UK only)

Or call the subscriptions Hotline on 01858 468888

(9.00am to 5.30pm)

*12 FOR 8 OFFER OPEN TO UK RESIDENTS ONLY

CU AMIGA SUBSCRIPTION ORDER FORM

Please enter my subscription to CU Amiga Magazine.
Please tick/delete as required.

RATES - 12 issues including postage

- ❑ **£34.00 UK 12 ISSUES FOR PRICE OF EIGHT (*UK only, offer code: A1o)**
- ❑ **£61.00 REST OF WORLD SURFACE MAIL**
- ❑ **£71.00 EUROPE/EIRE AIR MAIL**
- ❑ **£112 REST OF WORLD AIR MAIL ZONE 1**
- ❑ **£112 REST OF WORLD AIR MAIL ZONE 2**

METHOD OF PAYMENT

❑ Cheque/Postal Order/International Money Order payable to EMAP Images Ltd.

❑ Access/Visa number .... Expires ..../............

Signature:...Date..............................

Name:...

Address:..

....Postcode: ....

IMPORTANT: 12 issues for the price of 8 offer available to UK residents only. Please allow 28 days for fulfilment from receipt of order.

❑ Tick this box if you do not wish to receive any direct mail that EMAP Images Ltd feels may be of interest to you.

Offer closes 19th February 1996 Source code:IA1s

Note: Zone 1: Middle East, Africa, USA, South America, Hong Kong, Singapore, Pakistan, Indonesia; Zone 2: Australia, China, Japan, Pacific.

Points of view

RAMming it home

The idea of Amiga support has to be sold once again to games software houses, according to a hopping mad Alan Dykes.

I got a phone call from a friend in a software house recently. He wanted some advice on machine compatibility. They were considering releasing one of their PC and Mac titles on Amiga and he wanted to know what sort of machine specification would be necessary to sell enough copies to justify the cost of conversion. The A1200 with its AGA chipset was a prerequisite starting point: they haven't produced anything non- 256 colour SVGA for three years.

Blameless, he came into the conversation wondering if 4Mb and a hard drive would be a suitable minimum starting point. (STARTING POINT!?) And what about CD-ROM? Coming from markets that change constantly, he wasn't to know that the Amiga has been frozen in time, that floppy drive and 2Mb compatibility still needs to be met if you are to achieve a significant sale, even on A1200. This is official policy: the Amiga Magic pack is thus.

Viability

Here we are with a perfectly viable computer which most software houses would be happy to develop for but they won't because it's too much hassle. The simple fact of the matter is that PC software is what sells now. It's what makes people rich, in Britain, in America, Worldwide. And the gap between PC capabilities and Amiga is increasing all the time.

I'm not talking about DOS efficiency, about tidiness, or about what the Amiga is capable of doing with a proper, expanded setup. It's the fact that you are now vastly outnumbered by owners with red hot, piping fast, Pentium powered PCs equipped with Quad speed CD-ROM drives and Windows '95. And contrary to Andy Leaning's optimistic assessment Windows '95 is not good for the Amiga.

With DOS and Windows 3.1 things of the past, with Microsoft themselves slagging them off, almost every single software house in the world is now committed to Windows '95 compatibility. This means that they will be producing for machines with a minimum of 8Mb RAM. And most companies I've spoken to do not envisage ANY products going on sale on floppy disk after mid 1996. CD-ROM will rule. Bill Gates and those too weak or too dumb to stand up to him have pulled off the biggest (and totally legal, I hasten to add) monopoly triumph since God invented air and insisted that we breath it or die. It is not the PC itself which will marginalise or destroy formats like the Amiga or Macintosh, it's Microsoft. There is no longer any choice, everyone has to be Microsoft compatible.

But I'm getting over excited. There is a choice, and as long as we have cash in our pockets and can decide for ourselves this choice will remain. Apple may be struggling but there are more games being released for the Mac at the moment than the Amiga. The reason for this is that Apple adopted and integrated CD-ROM drives very early. They also have reasonable in-built graphics capabilities and minimum RAM on the Mac is 4Mb, though in the vast majority of cases anything sold from the mid 90s has 8Mb.

With the PC market flooded by publishers and developers and profits squeezed to the pips the Mac is seen as yet another source of income. With the its RAM and peripheral resources it's possible to port a Windows '95 compatible product over and get it running.

Got the power

Here we are sitting in the middle of the biggest upheaval of the Amiga's history, with PowerPC expansion boards being developed by Phase 5 in advance of Amiga Technologies' own PowerPC machines (see last month's news feature) and a massive range of excellent expansions available. But the games software houses are abandoning us because they think it'll never pay them to convert a PC product. Trying to get it to run on the Amiga's limited resources when it was designed for 66MHz machines with 8Mb RAM and a CD-ROM drive just isn't viable.

Britain has the expertise to produce world class software and a couple of years ago this meant Amiga games. But in the modern global market what Britain wants and what you want is secondary to what the rest of the world needs. A significant majority of the rest of the world wants PC games and we, unfortunately, have to follow them. This doesn't mean that we have to switch to using PCs; they are still wasteful and inefficient. It does mean though that the Amiga's processor, RAM and storage facilities have to keep pace with the PC's.

This isn't just another upgrade plea to you, it's also a plea to Amiga Technologies to realise that they have lost the automatic preference which was given to the Amiga by UK developers in the past. I know for a fact that games will be ported across to Amiga if it has the resources to run them. But they, in co-operation with the various upgrade and peripherals manufacturers have to provide hard proof that there are plenty of upgraded Amigas about and that the next generation will be the business. Amiga Technologies doesn't just need to sell new Amigas to the public, they need to re-sell the Amiga concept to games publishers. ■

The opinions expressed in this article are not necessarily those held by CU Amiga Magazine. If you hold an opinion on this or any other related subject then E-Mail us at: CUAMIGA@cu-Amiga.demon.co.uk

FALCON





TAKE YOUR AMIGA TO THE MAX

Superior performance. Full on speed. Yours when you add the new Falcon 68040/060 accelerator to your Amiga 1200. It's like never hitting the brakes. State-of-the-art-technology for the ultimate rush. Seriously faster than a 4000/040 at a fraction of the cost. Fit the Falcon, feel the speed. If you dare.

SPECIFICATIONS

1.5 Times more powerful than the Amiga 4000/040*

RAM Access 3.5 times quicker than the Amiga 4000/040*

Easily upgradable to the 68060 Processor**

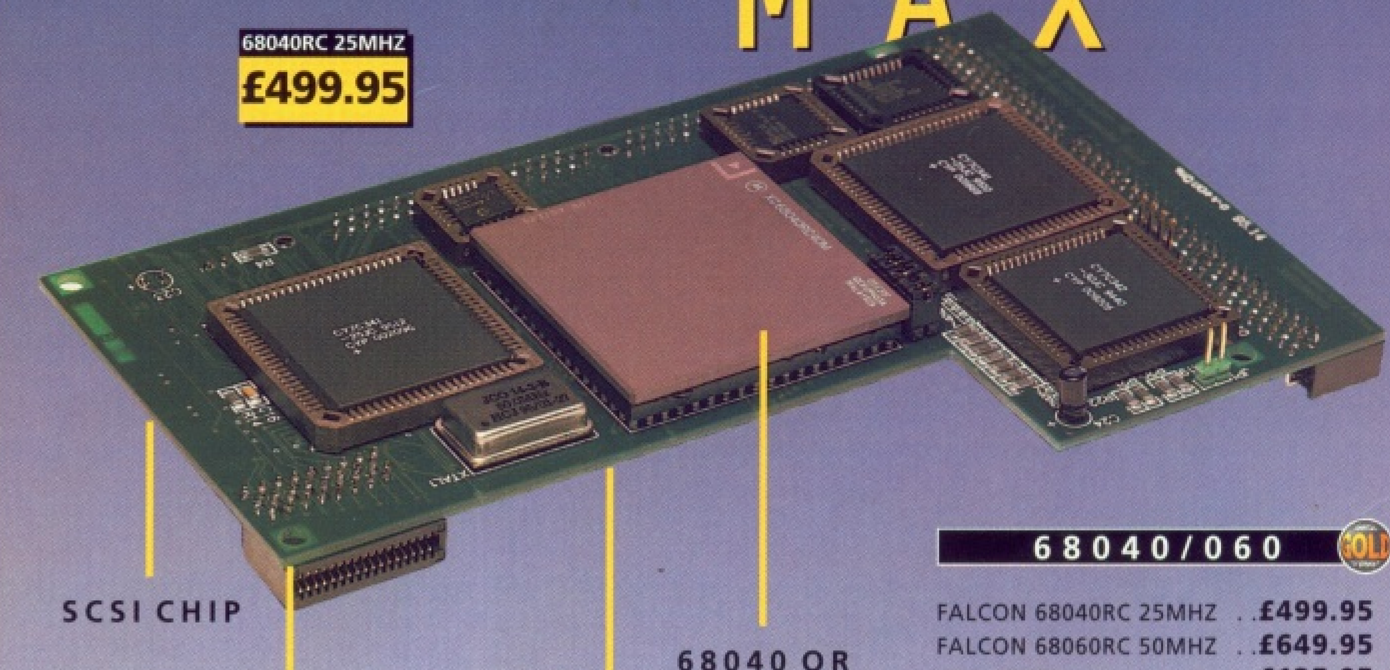
68060 Processor socket built-in

Can host up to 128MB of Local Burst RAM

Fast SCSI-II/III SMA Hard Disk Controller (10MB/Sec)

PCMCIA Compatible and fully auto-configuring

*Speed based on the 68040 25MHz CPU
** Upgrade 68060 price programme available soon
Amiga case needs to be opened and trapdoor modified



68040/060

FALCON 68040RC 25MHZ	£499.95
FALCON 68060RC 50MHZ	£649.95
4MB SIMM	£125.95
8MB SIMM	£235.95
16MB SIMM	£499.95
FALCON NO CPU	£419.95
SCSI ADAPTOR	£29.95

All Falcon's come complete with a cooling fan

VIPER



VIPER 28MHZ

The Viper 28 can have up to 128MB RAM installed, full Kickstart remapping, optional SCSI-II adaptor, on-board battery backed clock, 68882 co-processor, instruction and data burst modes.

VIPER 28 MKII BARE	£119.95
VIPER 28 MKII 2MB	£199.95
VIPER 28 MKII 4MB	£239.95
VIPER 28 MKII 8MB	£355.95
VIPER 28 MKII 16MB	£619.95
VIPER MKII SCSI ADAPTOR	£79.95

VIPER 50MHZ

The Viper 50 can have up to 128MB RAM installed, and the same features as the Viper 28.

VIPER 50 BARE	£199.95
VIPER 50 2MB	£279.95
VIPER 50 4MB	£325.95
VIPER 50 8MB	£435.95
VIPER 50 16MB	£649.95

CO-PROCESSOR

FPU's complete with crystal. Please state for Blizzard compatibility.

20MHZ FPU PLCC	£20.95
33MHZ FPU PLCC	£39.95
40MHZ FPU PLCC	£60.95
50MHZ FPU PGA	£89.95
SCSI-II INTERFACE (VIPER II ONLY)	£69.95
4MB SIMM	£125.95
8MB SIMM	£235.95

PC1208

A1200 8MB RAM card which uses 1 x 32 SIMMs and is PCMCIA friendly.

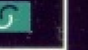
PC1208 BARE	£55.95
PC1208 1MB	£85.95
PC1208 2MB	£129.95
PC1208 4MB	£179.95
PC1208 8MB	£299.95

WARP ENGINES

WARP ENGINES	£POA

FOR ORDER FORM SEE DPS ADVERT

TEL: 01234 273000 FAX: 01234 352207
POWER COMPUTING LTD 44A/B STANLEY ST. BEDFORD MK41 7RW




BREATHLESS
CATCH YOUR BREATH. IT MAY BE YOUR LAST...
AMIGA GOLD FORMAT
AVAILABLE NOW
£29.99
"Breathless has boldly taken the Amiga where no Amiga has gone before." AMIGA FORMAT MAGAZINE
ORDER HOTLINE
01234 273000
256 AGA COLOURS • 3D RAYTRACED GRAPHICS • 360° FIRST PERSON PERSPECTIVE
20 AWESOME LEVELS • MULTIPLE WEAPONS SYSTEMS • REALISTIC LIGHTING EFFECTS
ATMOSPHERIC SOUND & MUSIC • HD INSTALLABLE • AVAILABLE FOR THE A1200/4000